NINTENDO POWER

VOLUME 24
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VICE: PROJECT DOOM

Cosmic Plot

Don't Miss!

The Rocketeer

Game Boy—Gauntlet II

Bonus!

Battletoads Comic

Official Nintendo Seal of Quality

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NINTENDO PLAYER'S GUIDE 1

NES GAME ATLAS

Never before in history has so much valuable info been packed into one source. The NES Game Atlas features complete, full-color maps of the most popular games out there! Super Mario Bros., Mega Man, Castlevania, Zelda, StarTropics and more, including all the sequels! Score this Guide and join the ranks of serious power pros!

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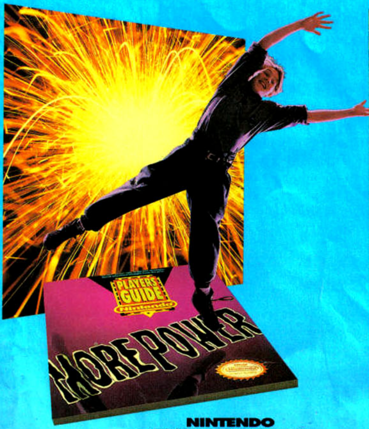

PLAY GUI
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NINTENDO PLAYER'S GUIDE 3

MARIO

If you worship the ground Mario stomps on, this Guide is a must. With fascinating details about the early days of Mario, his creation and how he's evolved into THE mega superstar of video gaming. PLUS, knockout pictures, drawings and graphics to excite any Mario fanatic!

NINTENDO PLAYER'S GUIDE 4

SUPER NES

This is it! The future of Nintendo! You'll see and learn about the new 16-bit NES system that's already rocking Japan! Plus the lowdown on Mario's next adventure–Super Mario World! This critically important Guide is your introduction to the techno-revolution sweeping video mastery. Be sure you're on top of it from the start!

NINTENDO PLAYER'S GUIDE 2

GAME BOY

A complete directory of every Game Boy title in North America. It'll help you in future purchases, or when you're in the heat of battle-action! The most popular games are covered in detail, like Super Mario Land, Dr. Mario, Final Fantasy Legend, Tetris, Teenage Mutant Ninja Turtles and more! Guaranteed to help you get the most from your portable powerhouse!

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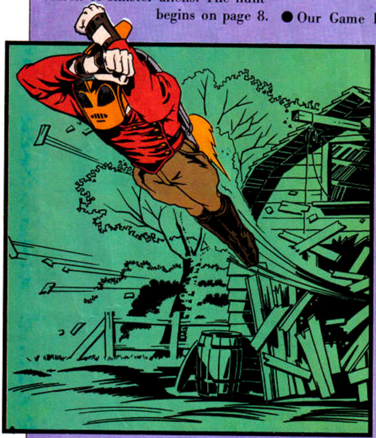
POWERLINE

● It's another power-packed issue, with spreads on the latest and greatest as well as contest results and other points of interest. For starters, check out the Nester Award results. The ballots are in and this year's winners have been named. They're listed in this issue, beginning on page 30. Thanks for your votes! How did your favorites rate?

● This month's cover story, Vice: Project Doom, is an adventure in game programming. It features three distinct scene perspectives in an overhead car chase, a view-through scope, and a side view for the major game action. Hero Quinn Hart's trail takes him through a jungle and deep into the city in search of sinister aliens. The hunt begins on page 8.



● The Adventures of Lolo III is Hal America's most mind-boggling puzzler yet. Lolo and Lala begin their adventure together this time, and players can select either as their character. Lolo fans will see lots of new terrain in the game's underwater levels.

● Everybody's favorite masked man makes his video debut in Konami's Lone Ranger. Complete with his steadfast steed, Silver, he lopes from site to site squelching sidewinders set on dastardly acts. One thing is certain: you won't get bored staring at the same ol' scenery. You'll need the map on the back of the poster to keep all the scenes straight!

● Who wouldn't like to have a personal Jet Pack as a means of transportation? Pilot extraordinaire Cliff Secord isn't just dreaming it, he's wearing it! Based on the Disney movie destined to become this summer's comic-hero blockbuster, Rocketeer is already heating up the video screens. It's a blast!

● Our Game Boy department includes a little of something for everyone in a veritable game smorgasbord this month. Mysterium, which features 3-D graphics, is a real puzzler. It is followed by Gauntlet II, another problem-solving challenge based on the popular arcade and NES hits. Sports and strategy round out the reviews, featuring Nintendo World Cup, Spot, and Chessmaster.

● In this issue's special comic, we introduce the freakiest frogs ever to leap from the lily pads: The Battletoads. Most of next issue will be devoted to them, but before you see the game, meet the rowdy reptiles that make it so great. Don't miss the strip!

NINTENDO POWER™

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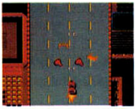
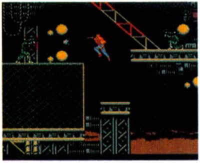
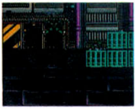
CONTENTS

NINTENDO POWER™
VOLUME 24 MAY 1991

FEATURES

VICE PROJECT DOOM 8

Quinn keeps his cool when he suspects an alien conspiracy, but the action heats up as he nears the heart of the matter.

THE ROCKETEER·22

Strap on the jet pack and blast off with ace pilot Cliff Secord. In the Hollywood of the 1930s, anything is possible!

LONE RANGER·46

The righteous ranger rides again in a new video adventure from Konami. Scenes from multiple perspectives make it a wild ride through the Wild West.

THE ADVENTURES OF LOLO 3·68

Lolo and Lala return in a new adventure that leads them through 17 levels and one hundred rooms—some of them under water. It's a lulu!

TIPS FROM THE PROS

HOWARD & NESTER 20
CLASSIFIED INFORMATION 42
COUNSELORS' CORNER 84

VIDEO UPDATES

NOW PLAYING 89

See what's hot at the video box office.

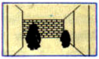
PAK WATCH 94

Coming attractions for the NES.

GAME BOY

MYSTERIUM 52

Rich, 3-D graphics add to the depth and mystery of this new role-playing epic from Asmik.



GAUNTLET II 56

True to the arcade and NES versions, Game Boy's Gauntlet II serves up hot 2-player action with 100 levels of puzzling fun.

BATTLE UNIT ZEOTH 60
NINTENDO WORLD CUP.....62
SPOT 64
CHESSMASTER 65

PLAYER'S FORUM

PLAYER'S PULSE 6
NES ACHIEVERS 76
TOP 30 78

THE INFO ZONE

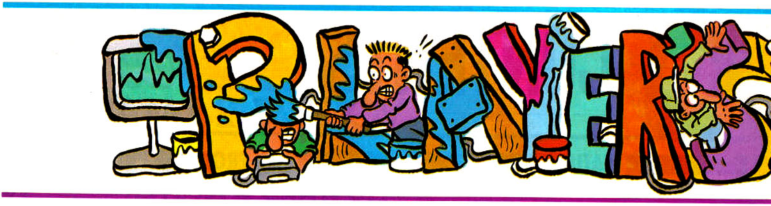
NINTENDO POWER AWRDS 30

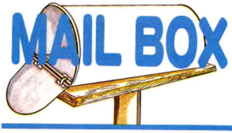
The votes are in! How did your favorites fare?

BATTLETOADS: THE COMIC 34

Introducing the rockin-est reptiles ever: Zitz, Pimple and Wart!

CELEBRITY PROFILE 81
BULLETIN BOARD 98
NEXT ISSUE 99





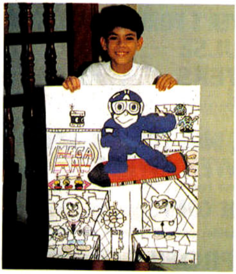
ARTISTS ARE DRAWN TO MEGA MAN III

Our mailroom was flooded this last month with oceans of great art from all over. Many famous characters were represented, but by far the most popular hero was Mega Man! Check out the catches of the month!

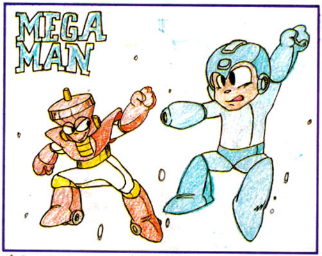
EVEN RUSH HAS FANS

I was so excited when I got Mega Man 3 for Christmas! It's the best game I've played EVER. The graphics and sound are most excellent, and I love Mega Man's new buddy, Rush dog. What a great idea! My little brother and I like to make up our own Mega Man adventures. Even our German Shepherd puppy Barkley gets in on the act! I think he wants to be the star of a video game someday, just like Rush dog. Thanks for the best Mega-adventure yet. I can't wait to see what's next!

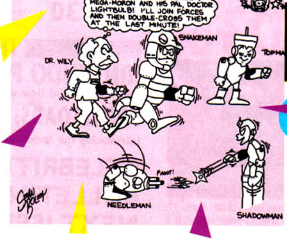
Derek McGoldrick
St. Simon's Island, GA



Check out this Mega-Art from Samir Torres of Puerto Rico!



Peter Ocasio of the Bronx, NY, got Mega Man III for Christmas, and he's already made some drawings of the boss robots. This one shows Mega Man in a dizzying battle with spin-crazy Top Man. Hold on to your lunch, Mega-dude!

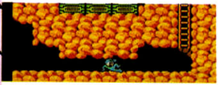

MEGA MAN 3
SPARKMAN
MAGNETMAN
GEMINIMAN
HARDMAN
I'LL SHOW THAT DO-GOODER, MEGA-MORON AND HIS PAL, DOCTOR LIGHTBULB! I'LL JOIN FORCES AND THEN DOUBLE-CROSS THEM AT THE LAST MINUTE!
SNAKEMAN
TOPMA
DR. WILY
NEEDLEMAN
SHADOWMAN
Sean Boley

MEGA MAN III POEM

As you can plainly see,
This is the end of Mega
Man 3! You beat Dr.
Wily with the Search
Snake, Then rocks fall.
You're flat as a pancake!
Proto Man comes,
whistles his tune, At the
end of this game, Dr.
Wily is doomed!

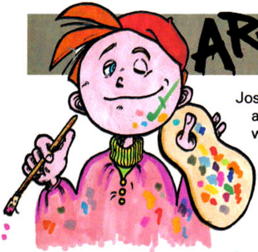
Lee Aiken
El Campo, TX

Snappy poem, Lee! It brought tears to the eyes of the editorial staff here at Nintendo Power. Maybe it was the onion-skin paper you used.

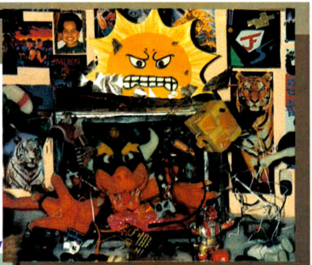


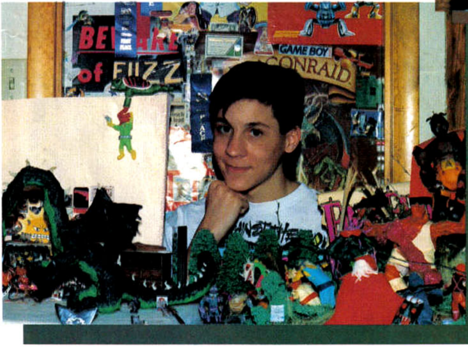
Sean Boley of Middleburg, VA, sends us his artwork regularly. This guy is looking to put our artists out of a job!

ART BEAT



Josh Foreman is 15 years old, and lives in North Pole, Alaska where Christmas decorations are up all year, and a 20-foot Santa Claus stands in front of the Santa Claus House. Sometimes the temperature drops to minus 50 degrees Fahrenheit. Josh says that's when having Nintendo games to play is a great thing. Josh made these models mainly out of Cernit ®, which is a clay imported from Germany that hardens in the oven. He's made a business of selling custom jewelry and figurines. From the photos, you can see that he's been busy! Josh homeschools with his brothers and sister, which means his Mom is also his teacher. When moose walk through the yard, his Mom stops school and lets them watch. He is studying Japanese now so that he can someday talk with the Japanese staff at Nintendo Co. Ltd.





Remember the Final Fantasy Treasure Hunt that was the Player's Poll Grand Prize last year? We had a great time coming up with that idea. This month, we're going to let our readers choose the Grand Prize for an upcoming Player's Poll Contest. The prizes should be related in some way to one of the latest games, so don't send prize suggestions like a new Porsche or 10 million dollars, and especially nothing like a frozen pizza. We'll print the top entries in an upcoming Mailbox, and we'll use the best one in that issue's Player's Poll Contest! We still want to see pictures of you and Nintendo Power from around the world. If you're planning a trip this summer, take your camera and your magazine with you!

NINTENDO POWER
Player's Pulse

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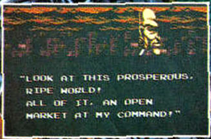
VICE™

PROJECT DOOM



"LOOK AT THIS PROSPEROUS, RIPE WORLD! ALL OF IT, AN OPEN MARKET AT MY COMMAND!"

Life must've been a lot less complicated before the Aliens came to Earth. From where I stand, those creeps are nothing but trouble. And I know trouble. The name's Quinn Hart. I'm a Vice Officer. My brush with the Aliens started with a routine call on a runaway madman. Little did I know then that this by-the-numbers job would lead me to the Alien leaders of the BEDA Corporation. BEDA makes Gel. Aliens need Gel to survive but humans can't take the stuff for long. First they feel total euphoria. Then, zap, they're history. That's why you can't sell Gel to humans. But BEDA made a lot of money doing just that. They had to be stopped.

Vice: Project Doom is a sci-fi adventure from American Sammy that's loaded with action, plot twists and thrill-packed stages. Most of the game takes place in the classic running and jumping side view. Some stages, though, look at the action from a totally different angle. Overhead driving scenes and first-person perspective keep the game new and exciting. There are 11 alien-blasting stages!

GAME PAK · DATA BOX

VOICE: PROJECT DOOM

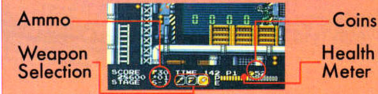
MERICAN SAMMY

MEMORY	1M × 1M	
	MMC3	--

POWER METER	
Graphics & Sound	4.3
Play Control	4.0
Challenge & Excitement	4.3
Theme & Fun	3.8

VICE PROJECT DOOM

Bottles, Bullets and Bonuses



Your health depends on how well you avoid enemy contact and how many life-replenishing items you can collect. Be on the lookout for Bottles and Meat-Bones. You may never get through the incredible challenges of advanced stages without them.

Most enemies that you defeat will leave something behind. Bullets and Grenades are among the most valuable of these items. Save them for situations that require a long distance approach. If you run out of ammo, you can always fall back on your trusty Whip. And, when you're in the Car, your machine gun magazine will never be empty.

Coins crop up constantly. Blast enough baddies to collect 100 of these bonuses and you'll earn a 1-Up. That'll save a lot of work when the going gets tough.

Bottle

Take a drink from a Bottle and your Health Meter will regain two Hit Points.

Meat Bone

Ten Hit Points will return to your Health Meter when you take the time to eat right.

Car

Zip through high speed chases with this strong and speedy Vice Squad vehicle.

Whip

Lash out at approaching Aliens with a standard issue Vice Squad Whip.

Bullets

If you've got Bullets, you've got gun power. Blast away.

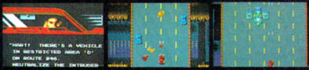
Grenades

If you don't want to get close, toss a Grenade for explosive results.

Coins

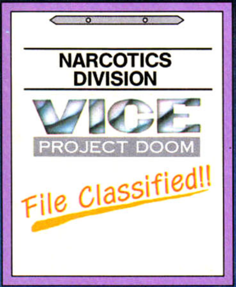
Pick up some spare change and turn 100 Coins into a valuable 1-Up.

Stage 1



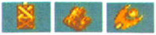
"HALT! THERE'S A VEHICLE IN RESTRICTED AREA 'D' ON ROUTE 246. NEUTRALIZE THE INTRUDER

The madman drove an armored truck. It took some time, but I put it out of commission. The trick was to stay back and dodge the blasts while I kept the truck in my sights. The truck went up in flames once I punctured the steel plating with a few rounds of automatic fire. The driver was in bad shape. I found a green substance under his claws. It was Gel.



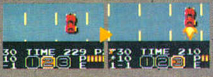
Pick Up Power-Ups

Crates, cars and rocks can hurt your car if you run into them. Blast them with Bullets and collect the Power-Up items as they fall.

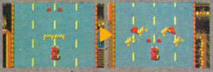


Take It To The Streets

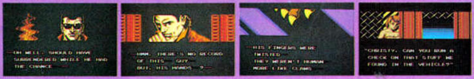
Shift into gear and take off on a high speed chase through the city. Boxes, cones and barriers fly up when you hit them, though they won't cause any damage to your car.



Press the A Button to shift gears. High gears make the car easier to maneuver.



Break the barriers at a high speed. They'll fly out of your way.



—OH WELL. SHOULD HAVE SURRENDERED WHILE HE HAD THE CHANCE—

—HMM. THERE'S NO RECORD OF THIS— GUY. BUT, HIS HANDS— ?—

—HIS FINGERS WERE TWISTED— THEY WEREN'T HUMAN— MORE LIKE CLAWS—

"CHRISTY, CAN YOU RUN A CHECK ON THAT STUFF WE FOUND IN THE VEHICLE?"

Stage 2

VICE FILE

There was only one person in the city who had access to Gel in its most pure and dangerous form. He called himself the Rat Man. My informant, Christy, told me that I could find him at an abandoned construction site in a dark corner of the city. I was on the case.

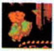
MUG FILE

All of the city's most dangerous thugs have been catalogued in the Mug File. As you encounter them, you can identify their characteristics.

The zombie-like Ho Pars hop mindlessly through the streets causing little trouble.

Dragon Wings infest areas of the city. If your footing is unstable, try to avoid them.

Spikes crawl around while wearing sharp harnesses. Cut them short with a Whip lash.

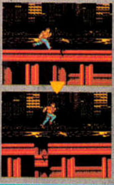


Jacks hide their identity by wearing pumpkins and throwing boommerang-like sickles.

The henchmen of Chinatown leader, Kim Ron, use magic to throw flames. Duck and attack

Watch Your Step

Some of the girders break away when you touch them. Watch for the cracks and jump when they fall.



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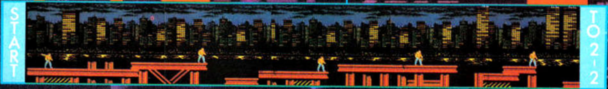
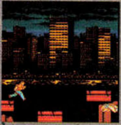


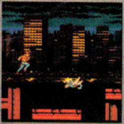
Tumbling Terror

All of the Girders in the second section of this stage fall when you touch them. There are two areas that are especially tricky.

1 Dragon Wings fly low here. Don't jump off the Girder. You'll land safely if you just run.



2 Jump early here. You'll fall in front of a Dragon Wing and drop down before it hits you.



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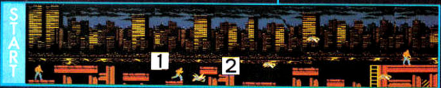
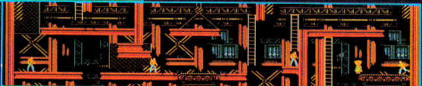
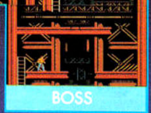
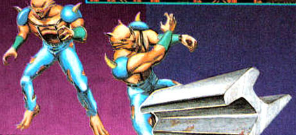


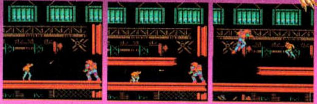


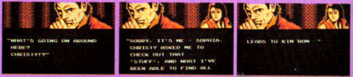


STAGE 2 BOSS: RAT MAN

You can do a lot of damage to this mangy mutant by pelting him with Grenades. Stay at a safe distance and get ready to maneuver when he tosses Girders. Jump when they come in low and duck when they're flying high.







"WHAT'S GOING ON AROUND HERE? CHRISTY!?"

"SORRY. IT'S ME - SOPHIA. CHRISTY ASKED ME TO CHECK OUT THAT 'STUFF'. AND WHAT I'VE BEEN ABLE TO FIND ALL

LEADS TO KIM RON -"

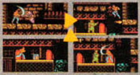
Stage 3

VICE FILE

The Rat Man bit the dust before I could question him. But tests on the weapons of the runaway trucker showed that Kim Ron, the master of the Chinatown underworld, figured into the equation. It was this shady character that I was to visit next.

Round Up The Ammo

Defeat the Bo Master, then double back to the Fire Thrower. If you don't jump, the flame will miss you. Keep running back and forth and collect a ton of Power-Ups.



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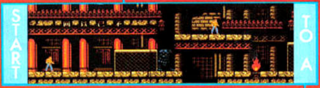
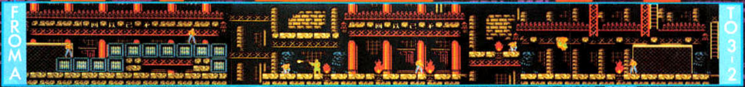


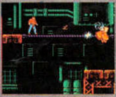


Tabbies tend to leap when you least suspect. Kneel and swing your Whip as they approach.

Bo Masters charge toward you at breakneck speeds. Swing swiftly to knock them down.

Pumpkin Bashing

Take care of Jack in a hurry by tossing a Grenade from the left side of this platform. Then safely move on to the ladder.



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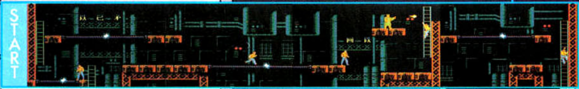
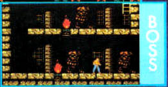
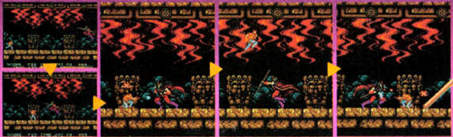
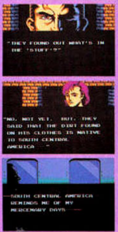




STAGE 3 • BOSS • KIM RON

Some people say that Kim Ron practices black magic. He is definitely a suspicious character. Study his jumps and watch where he lands. Then kneel close by and hit him. When he charges, jump to a platform and avoid his Bo and flame bursts.





"THEY FOUND OUT WHAT'S IN THE 'STUFF'?"

"NO, NOT YET. BUT, THEY SAID THAT THE DIRT FOUND ON HIS CLOTHES IS NATIVE TO SOUTH CENTRAL AMERICA —"

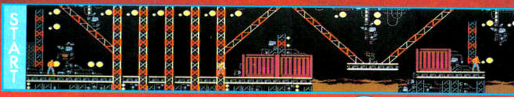
—SOUTH CENTRAL AMERICA REMINDS ME OF MY MERCENARY DAYS—

Stage4

VICE FILE

Kim Ron was a creep, but he didn't supply the Gel. We found that the madman in the runaway truck had recently been at the Ricardo Range in South Central America. My partner, Reese, was already there. I decided to join him. Judging by the reception I got at the Port, though, somebody didn't want me to go.

4-1

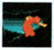


Gunners release a powerful and far-reaching blast. Take them out as soon as possible.

If you see one Bird, you'll likely see more. Try not to let them get in the way.

The Brutes are big and bad! Knock them out of the picture before they show their force.

Blue Ninjas don't use magic. They concentrate on a straight-forward attack.


Red Ninjas are tricky. They jump from nowhere and toss Stars. Get 'em!

Look! Up above! Orange Ninjas hang onto the ceiling and attack when you approach.

Razor Fish are major troublemakers! As they jump, they shower down sharp blades!

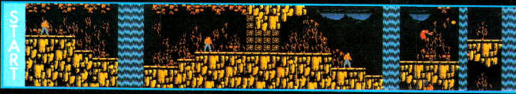
Watch out for the awesome automatic attack of the Riflemen. It stings!

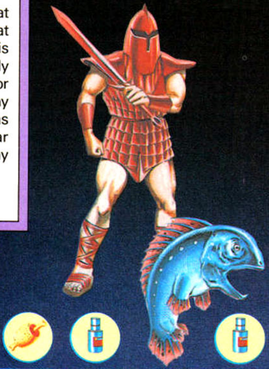
Stage5

VICE FILE

They were ready for me at the Ricardo Range. At that point, I realized that this must be something really big. I continued to search for Reese and an answer to why all of the Alien activity was occurring. I had gone too far to let this jungle stand in my way.

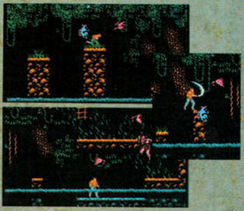
5-1





Airborne Attack

Razor Fish and Birds swarm heavily here. Unless you're light on your feet, you're going to get knocked into the water. Watch the Razors and get ready to jump.



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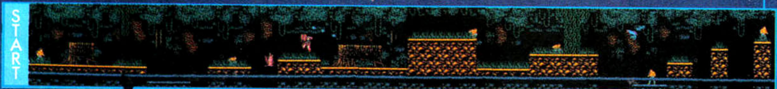
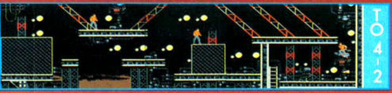
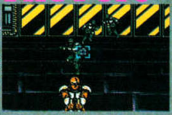


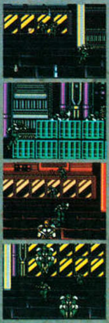


4-2

Showdown At The Port

The scene changes to first-person perspective at the Port. You're now face-to-face with a horde of villains, all poised to attack. Beat them at their own game by surprising them with a barrage of fire.



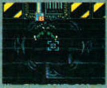


Enemies Galore

There are four kinds of creeps that you'll meet head on. Some throw Grenades, some hide behind Crates, some run across the dock and others jump right in front of you. Stay on guard.

Don't Forget The Ammo

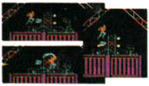
As you defeat each enemy, they give up Coins or Ammo. Pick them up before you move on!

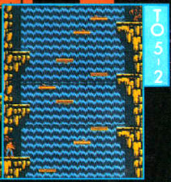


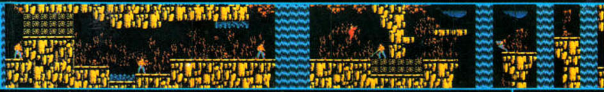
You'll run out of fire power unless you pick up Ammo along the way.

Go For The Gunner

Jump when you see the Gunner stand and prepare to shoot. Then, as soon as his fire passes by, fire back.

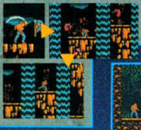






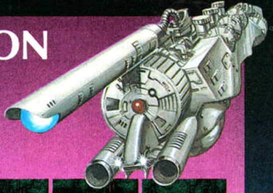
Let 'Em Come To You

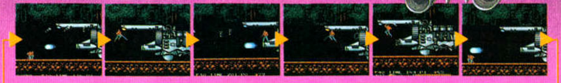
Wait for the Blue Ninja to jump to the upper ledge. Take him out and jump to the island. Stop there, duck and beat everything that moves.

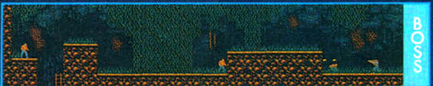


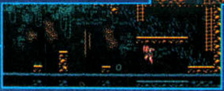
STAGE 5 BOSS : M-5 SCORPION

The amazing M-5 is a super durable armored vehicle. Its only weak spot is the sensor at the tip of the forward stem. Jump onto the Plasma Cannon while it fires three blasts. Then whip the weak spot as you avoid a shower of Missiles. You can do it!









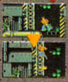
Stage 6

VICE FILE

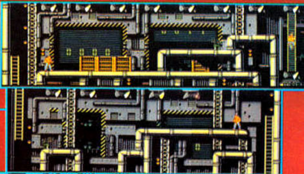
I found Reese, but it was too late. He had fallen victim to an Alien scheme. This was the work of the BEDA Corporation. They were experimenting with the human reaction to a new kind of Gel. I discovered a secret BEDA lab in the heart of the jungle and decided to investigate.

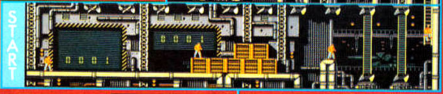
Double Jump

As soon as you jump over the gap between pipes, jump again.



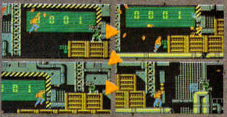
6-1





Bombs Away

The best way to take on this stretch of the secret lab is to use a Grenade on everything in sight. You'll blaze a nice trail to the end.



Since they live in bio-tech-slime, the Sewer Rats can be pretty nasty. Whip 'em.

SR Grenaders unload explosives with an arcing shot. Run under their fire and blast them.

Airborne Sewer Bats can ruin a good jump if you don't watch where they're going.

Stage 7

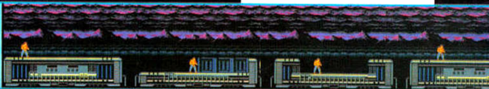
VICE FILE

After I blasted the Vardkin, I learned that the Aliens were experimenting on humans on my own turf. This dangerous game was called "Project Doom." I ran into another welcoming committee on the train back home. I decided to get some fresh air and fight these thugs on the roof.

Stay Low

Airborne creeps make things difficult on the train. Watch it!

7-1



Storm Warning!

The elements are at work here. Fight when it's light.

Stop in your tracks when the light is temporarily gone.

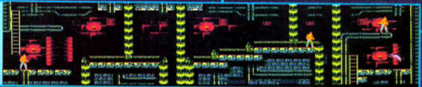
Take It Easy

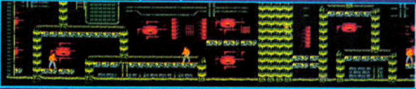
Don't take any giant leaps in the sewer. You never know where you'll land. Keep running and only jump when it's necessary.

Wash Out!

Stay away from the edge here or the current will take you down.

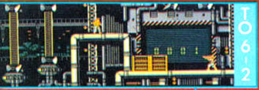
7-2





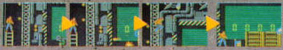
Ready The Whip

Jump the gap and whip the enemies, or get knocked off the edge.



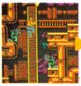
Blast And Run

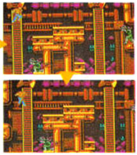
To get from the top of the ladder to the conveyors, use Grenades at every opportunity and run when the coast is clear. Work fast and you won't be hurt.



Beware Of The Fans

Remember that there are Fans above and below you as you're on the Conveyors. Jump with caution.





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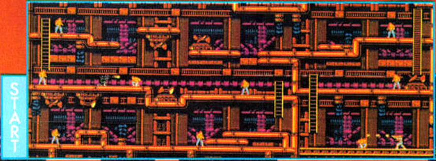
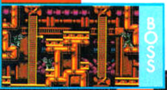
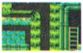




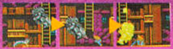
Solid Ground

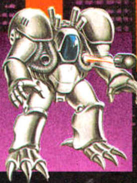
Make sure that you know where the ground stops and the stream starts or you'll go over.

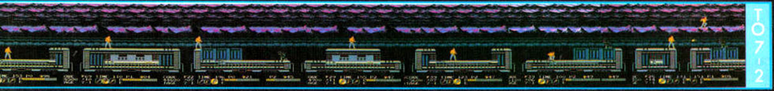


STAGE 2 BOSS: PCU-100 VARDKIN

Homing Missiles from the Vardkin buzz in quickly. Whip them and then go for the Vardkin itself. You should be able to get a few hits in on every fly by.







Jump!

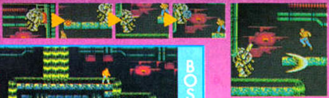
When the Rat touches the middle stream, jump!

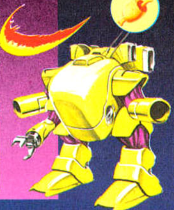
Walk!

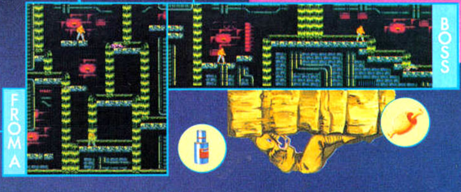
Walk off the ledge when the Rat just touches the stream.

STAGE 3 BOSS: PCU-110 ROGUE

The Rogue is a more advanced machine than the Vardkin. Stay on the lower level and run from one side to the next. Duck when the Rogue attacks with arcing shots. Then hit it with Grenades or Bullets.







"THE GIRL... THEY'VE GOT HER. SAVE HER BEFORE TOO LATE...!"

"DON'T MAKE ANY SUDDEN MOVES. WHERE'S THE GIRL? I WANT ANSWERS. NOW!"

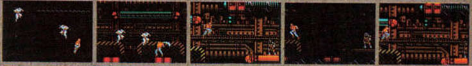
Stage 8

VICE FILE

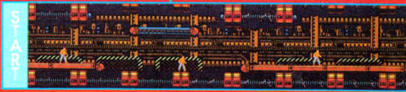
Project Doom was a big operation. The Aliens constructed their own power plant just to generate enough electricity for their nasty experiments. I decided that if I was going to get to the bottom of this that the power plant was a good place to start. As I expected, there were a lot of shocking revelations.

Clear 'Em Out

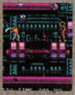
To avoid any surprises, you should defeat every enemy at the first possible opportunity. When you're on the platform pictured, hit two Sparks, then jump back and forth and wait for an Iron Brute to appear. Toss a Grenade to take him out.



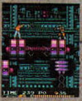
8-1



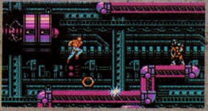
A Defeat the Monitor here with your Whip. Then switch to the Grenades and get another Alien from a distance.

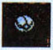


B Clear the area of enemies before you attempt to move on. Hit the close ones with the Whip and bomb the others with Grenades.

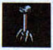


C Here's another point where you have to use caution. Switch to Grenades and aim for the enemies on the fringe. After defeating the Iron Brute, Monitors will appear. Whip them away.

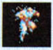




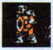
Monitors keep an eye on matters of security and report back to the Aliens.



Aim for the top of the Virons to blast them out of the picture.

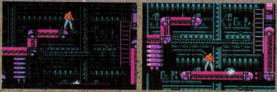


Sparks are quick. Try to hit them before they can cause trouble.



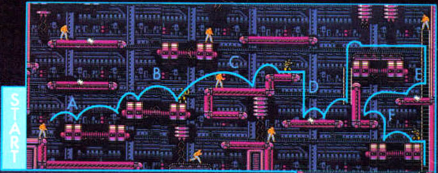
The powerful Iron Brutes send out bursts of energy. Duck and fire!

D Watch the electric charge below you. Then, as it passes by, drop down to its level and run before it comes back. It pays to be extra careful in this area.

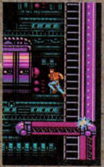


Follow the line on the map for the shortest and safest route through this section of the power plant.

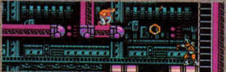
8-2

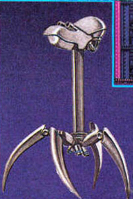


E Jump to the next platform as the electric charge moves to the right. Then jump off the platform before the charge comes back.



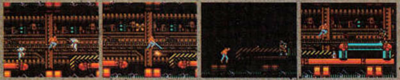
F Kneel and toss Grenades here. You'll clear the area of enemies and make it safe to move on to your meeting with the incredible Proton.

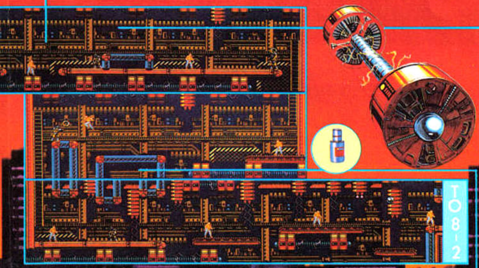




Defeat Them All

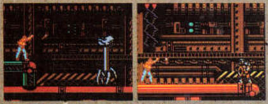
It pays to be thorough. Get the Sparks on the platform first. Then jump back and forth to get the Iron Brute to show. Blast him with a Grenade before he has a chance to fire.





Grenade And Go

Run to the connection between two platforms here and toss Grenades. Run until you're under the transformer and toss more Grenades. Quickly Switch to the whip because a spark will appear!

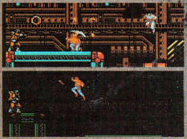


Shocking Situation

The Power Plant is full of electricity producing machines. Steer clear of their charges and bolts and you'll easily make it to the end.

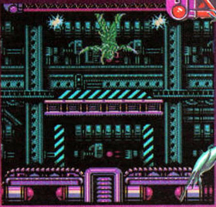
See And Scrap

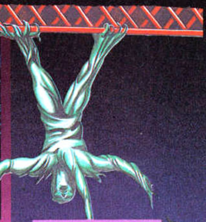
Whip the enemies out of shape on the lower platform. Then run to the left until you just see the Iron Brute and pelt him with a Grenade barrage. You'll put him out of commission before he has a chance to retaliate.

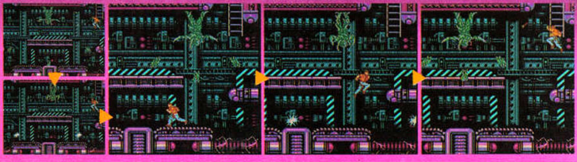


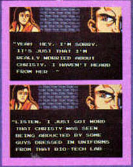
STAGE 8 BOSS • PROTON

Stay clear of the Proton! One touch will hit you with an electric shock of unbelievable power. You should also beware of the Proton's biological blast. Stand safely on the very edge of the left or rightmost platform and hit the Proton with Grenades. Then, when the Proton sends out a shower of mutant mass, seek shelter on the ground level. Move left and right to avoid the fallout and jump back up to the upper area when the coast is clear.









"YEAH. HEY. I'M SORRY. IT'S JUST THAT I'M REALLY WORRIED ABOUT CHRISTY. I HAVEN'T HEARD FROM HER."

"LISTEN. I JUST GOT WORD THAT CHRISTY WAS SEEN BEING ABDUCTED BY SOME GUYS DRESSED IN UNIFORMS FROM THAT BIO-TECH LAB."

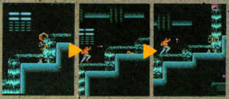
Stage 9

VICE FILE

I was now deep within a secret bio-tech lab of the BEDA Corporation. I knew that I was going to come in contact with some industrial strength mutants in these corridors, and I was ready. The Aliens spared no expense in making the lab a dangerous place to conduct covert activity. I took it one step at a time.

Scale The Stairs

Mutants wait on every platform of the stair-like ascent. Switch to Grenades and toss them as soon as the creatures are within reach. It's best to catch them by surprise.



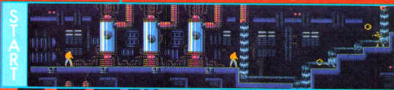
Be 'Te-Ras burrow themselves in the ground. Kneel down and knock them out.

Another kind of Be 'Te-Ra jumps from the ground and charges. They usually charge from behind.

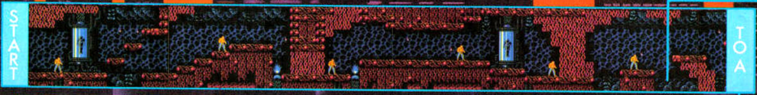
The giant Vashnas need no weapons. They simply stomp you silly, don't take them lightly.

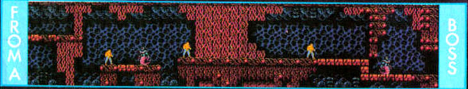
The fish-like mutant Guardians are tricky. They'll attempt to knock you off platforms.

9-1



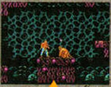
9-2

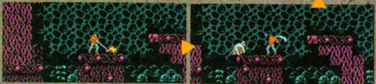




Steer Clear

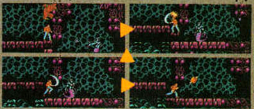
One small drop of Acid could knock you off this precarious perch. Don't overlook this steady drip.





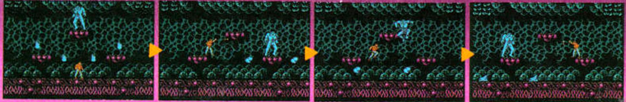
Triple Threat

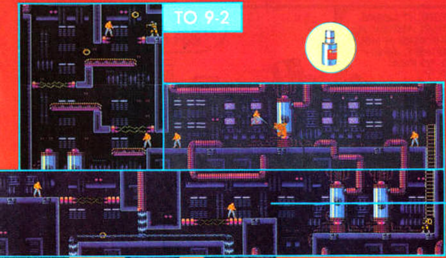
A Vashna approaches from the left, a Guardian waits on the right and the ground is crumbling beneath you! Take out the Vashna, and go.



STAGE 9 BOSS: GU-MATONN COMBAT SUIT

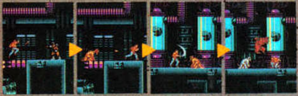
Stay directly below the living Suit as it fires its multi-directional Dagger Crystals. After the Suit shoots, it will jump to one side of the room and launch Carbon seeking plasma. Jump to the other side and climb to its level. Hit the suit with a Grenade, move to the floor, and jump over the plasma. Work your way to the opposite side and repeat.





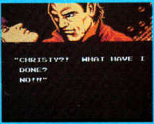
Run And Gun

Hit the Iron Brute from a distance. Then switch to the Whip and make a run for it. If you're quick, you'll be able to stop the Be 'Te-Ra before it has a chance to come up from the ground. It always pays to know what dangers wait ahead and to be prepared.

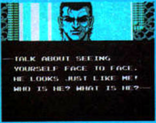


A Bittersweet Victory!

The Gu-Matonn Combat Suit was coming after me. There was nothing that I could do to avoid it. Little did I know, though, that Christy was inside the Suit. When the Suit was destroyed, Christy went down with it. What a devastating blow! And now there was a replica of myself staring at me through a glass cylinder. This was weird! I had to fight on and find out what was going on!



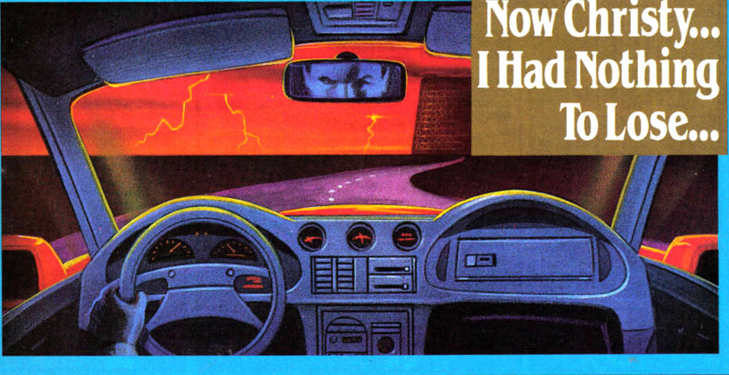
"CHRISTY?! WHAT HAVE I
DONE?
NO!!"

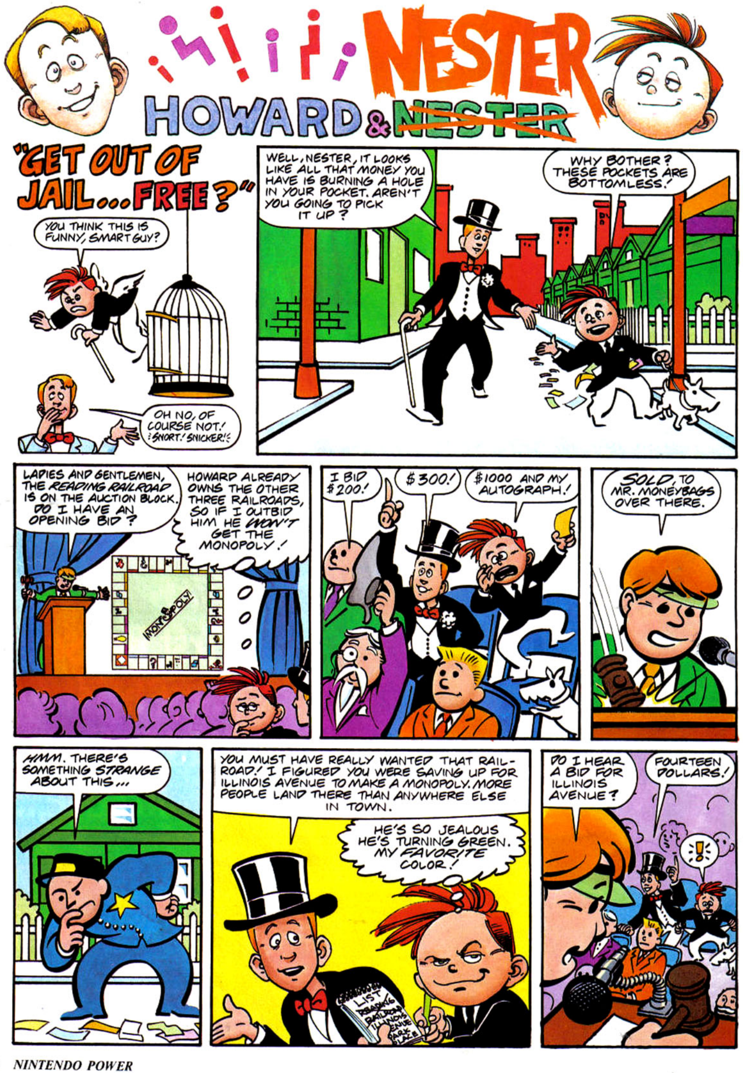


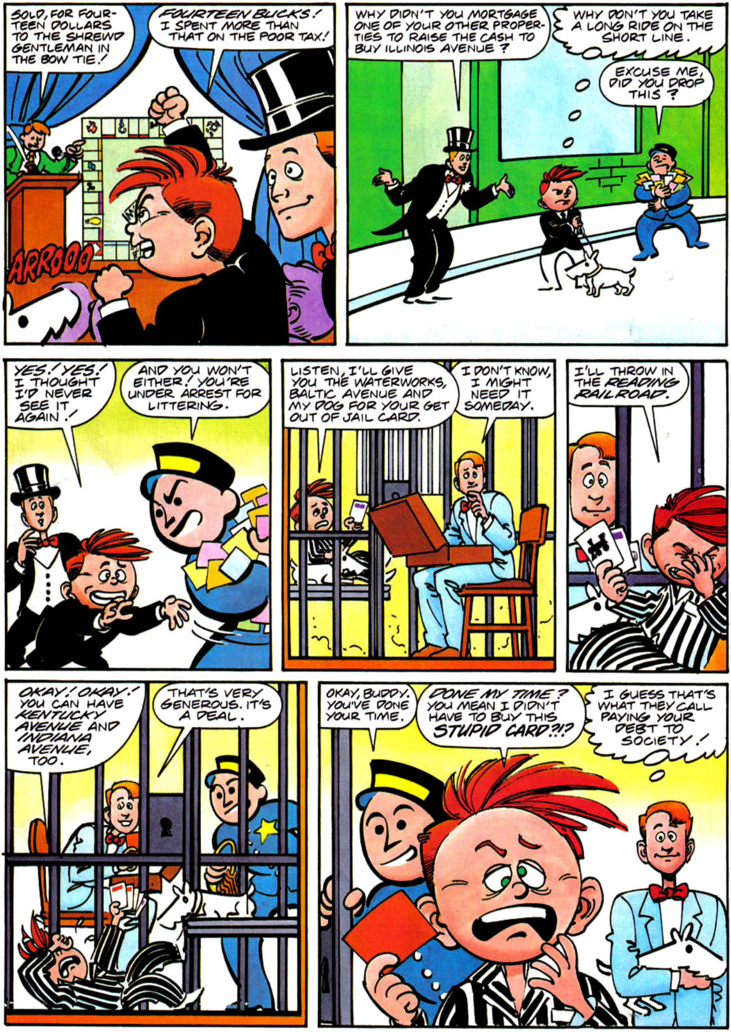
—TALK ABOUT SEEING
YOURSELF FACE TO FACE.
HE LOOKS JUST LIKE ME!
WHO IS HE? WHAT IS HE?—

"TIME TO SETTLE
THE SCORE!"

First Reese... Now Christy... I Had Nothing To Lose...




NESTER
HOWARD & ~~NESTER~~
"GET OUT OF JAIL... FREE?"
YOU THINK THIS IS FUNNY, SMART GUY?
OH NO, OF COURSE NOT! SNORT! SNICKER!
WELL, NESTER, IT LOOKS LIKE ALL THAT MONEY YOU HAVE IS BURNING A HOLE IN YOUR POCKET. AREN'T YOU GOING TO PICK IT UP?
WHY BOTHER? THESE POCKETS ARE BOTTOMLESS!
LADIES AND GENTLEMEN, THE READING RAILROAD IS ON THE AUCTION BLOCK. DO I HAVE AN OPENING BID?
HOWARD ALREADY OWNS THE OTHER THREE RAILROADS, SO IF I OUTBID HIM HE WON'T GET THE MONOPOLY!
MONOPOLY
I BID $200!
$300!
$1000 AND MY AUTOGRAPH!
SOLD, TO MR. MONEYBAGS OVER THERE.
HMM. THERE'S SOMETHING STRANGE ABOUT THIS...
YOU MUST HAVE REALLY WANTED THAT RAILROAD! I FIGURED YOU WERE SAVING UP FOR ILLINOIS AVENUE TO MAKE A MONOPOLY. MORE PEOPLE LAND THERE THAN ANYWHERE ELSE IN TOWN.
HE'S SO JEALOUS HE'S TURNING GREEN. MY FAVORITE COLOR!
LIST
READING RAILROAD
ILLINOIS AVENUE
PARK PLACE
DO I HEAR A BID FOR ILLINOIS AVENUE?
FOURTEEN DOLLARS!
!


SOLD, FOR FOURTEEN DOLLARS TO THE SHREWD GENTLEMAN IN THE BOW TIE!
FOURTEEN BUCKS! I SPENT MORE THAN THAT ON THE POOR TAX!
ARROOO
WHY DIDN'T YOU MORTGAGE ONE OF YOUR OTHER PROPERTIES TO RAISE THE CASH TO BUY ILLINOIS AVENUE?
WHY DON'T YOU TAKE A LONG RIDE ON THE SHORT LINE.
EXCUSE ME, DID YOU DROP THIS?
YES! YES! I THOUGHT I'D NEVER SEE IT AGAIN!
AND YOU WON'T EITHER! YOU'RE UNDER ARREST FOR LITTERING.
LISTEN, I'LL GIVE YOU THE WATERWORKS, BALTIC AVENUE AND MY DOG FOR YOUR GET OUT OF JAIL CARD.
I DON'T KNOW, I MIGHT NEED IT SOMEDAY.
I'LL THROW IN THE READING RAILROAD.
OKAY! OKAY! YOU CAN HAVE KENTUCKY AVENUE AND INDIANA AVENUE, TOO.
THAT'S VERY GENEROUS. IT'S A DEAL.
OKAY, BUDDY. YOU'VE DONE YOUR TIME.
DONE MY TIME? YOU MEAN I DIDN'T HAVE TO BUY THIS STUPID CARD?!?
I GUESS THAT'S WHAT THEY CALL PAYING YOUR DEBT TO SOCIETY!

The ROCKETEER

©1991 Walt Disney Co.

Ready your rockets and blast-off for a spellbinding aerial adventure over Hollywood in the late 1930's. You are Cliff Secord, a reluctant hero in a tale of pre-war tension. The Rocketeer, from Bandai, soars into action based on the upcoming summer blockbuster from Walt Disney Studios.

It all starts when Cliff Secord, ace racer for the Bigelow Air Circus, finds a package in the cockpit of an unused plane. Cliff and his pal Ambrose "Peevy" Peabody know that this package is something special indeed: a streamlined, double cylinder rocketpack! Peevy crafts a helmet and Cliff is readying for a test flight when a mob of thugs breaks into the hangar. Peevy makes a run for it and Cliff takes to the air as the Rocketeer!

SPECIAL REINFORCEMENTS

Several weapons are within your grasp. Collect ammo to use them and other items to stay alive.

WEAPONS

FIST
You can take down enemies and bust open lockers and cabinets with several swift punches.

PISTOL
Fire a single Bullet toward short range targets with this standard piece of equipment.

RIFLE
Hit targets swiftly and from great distances with this powerful two-Bullet gun.

SPRAY GUN
Shoot three Bullets at once in a short range fan with this specially designed firearm.

GRENADE
Lob a high powered explosive toward hard-to-reach targets. It'll take five Bullets.

BAZOOKA
Take down super strong targets with a 15-Bullet strong Bazooka shot.

PRIZE ITEMS

BULLET PACKS
Bronze Packs are worth 10 Bullets and Silver Packs are worth 20 Bullets. Use them sparingly.

HEARTS
Red Hearts restore one unit of energy each and Purple Hearts restore full energy.

ROCKET FUEL
This volatile liquid helps you get off the ground. A full tank gives you 20 seconds of flight.

GAME PAK · DATA BOX

THE ROCKETEER

MFG—Bandai

MEMORY	2M	
	MMC1	— —

POWER METER	
Graphics & Sound	3.1
Play Control	3.0
Challenge & Excitement	2.9
Theme & Fun	3.3

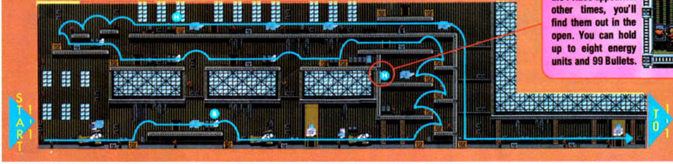
Chapter 1

1-1

Gunmen have broken into the Bigelow Air Circus Hangar. Get out of there quick and meet Peevy back at his house. There'll be time to ask questions later.

WIN VALUABLE PRIZES

The B and H marks show where there are Bullets and Hearts. Sometimes you must open a container to make the Prizes appear. At other times, you'll find them out in the open. You can hold up to eight energy units and 99 Bullets.

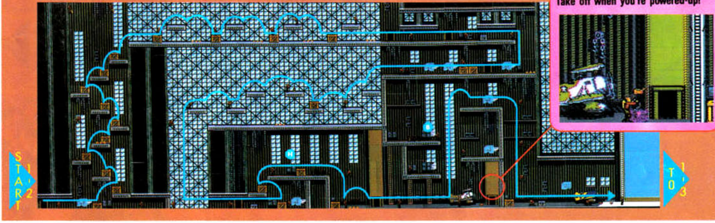


1-2

This area is very dangerous. Platforms are high and spaced widely apart. Add the fact that you're surrounded by assailants and you'll see that the going gets tough quickly.

FILL 'ER UP AND FLY

Stop here and take on a steady flow of Brawlers. You'll earn a Heart, Bullet Pack or Fuel Tank with each victory. Take off when you're powered-up!



1-3

Your battle continues on the Chaplin Airfield tarmac. Run or fly quickly and cautiously, and beware of Enemy Rocketmen. You're not the only one who can fly.

UP AND DOWN

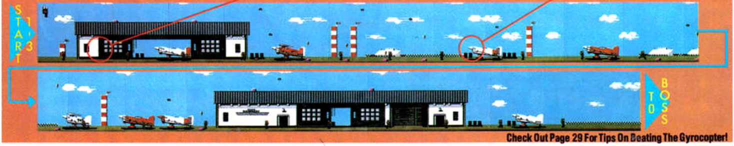
Jump up to avoid the fire of the Kneeling Shooter. Then land, kneel and fire to take him out.

UP ON THE ROOF

If you have enough Rocket Fuel, you can fly to the top of the buildings. Then run across the rooftops to avoid enemy contact.

LEAP AND LUNGE

Kneel to avoid the fire of the Shooter on the wing. Then, when he's reloading, punch him or unload a couple of rounds.



Check Out Page 29 For Tips On Beating The Gyrocopter!

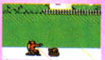
Chapter 2

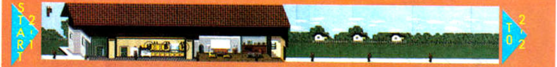
The rocketpack was hit in your last battle. Peevy makes repairs, though, while you tell him about the other Rocketmen. Just then, more thugs surround Peevy's house. You decide to split up again and meet at the Bulldog Cafe.

2-1

RATTLE THE ROBOTANKS

They may look like toys, but the enemy RoboTanks pack a powerful punch. Hop over their fire. Then when you get close kneel and punch.



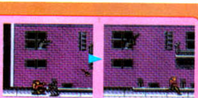


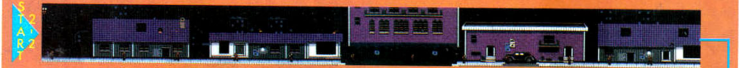
2-2

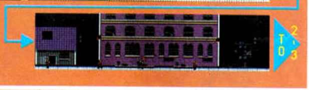
The street is lined with thugs, Grenades are raining down and there's no Rocket Fuel anywhere. You're going to have to hoof it. Keep your head down and beat the Brawlers at their own game.

STOP AND GO

Grenade-throwing Brawlers can't see you if you stand directly below them. Stand at these safe spots and clear the area of other enemies.





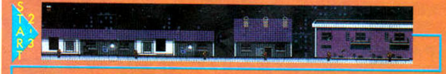


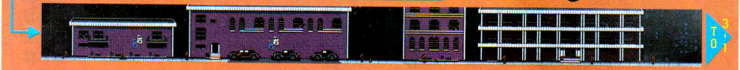
2-3

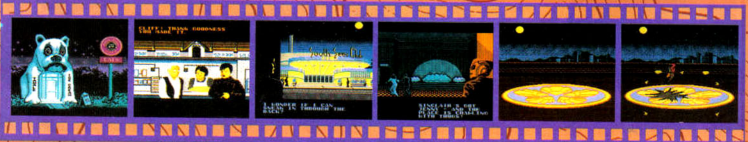
Whoever it is that wants to get their hands on the rocketpack has sent in the heavy artillery. In addition to the usual thugs, there are five Aerial Machine Gun Emplacements. Watch out!

RUN FOR YOU LIFE!

The Bullets and Grenades fly freely in this stretch. Since there aren't a lot of safe spots, the only way to successfully get through this barrage is to run and never look back!







CLIFF: THANK GOODNESS YOU MADE IT.

I WONDER IF I CAN SNEAK IN THROUGH THE BACK?

SINCLAIR'S GOT JENNY - AND THE PLACE IS CRAWLING WITH THUGS!

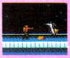
Chapter 3

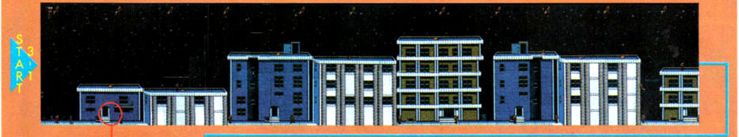
3-1

You find out that hired hoods have captured your girlfriend, Jenny Blake, and are taking her to the South Seas Club.

ROCK THE ROCKETMEN

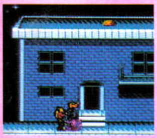
Enemy Rocketmen patrol the skies. Hit them with Rifle Bullets from a distance or fly low and punch them below the belt.





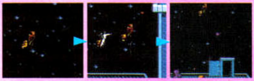
FUEL STOP

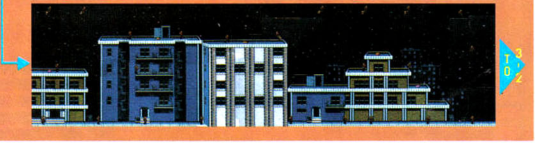
Brawlers step out of this door every three seconds. Hit them and collect the Rocket Fuel that they leave behind. Then, when you've got a full tank, take to the skies!



OUTWIT THE AIR MINES

Homing Air Mines move up and down to intercept you as you approach. Fly either low or high as you're getting close to these in-air explosive charges. Then change your direction at the last moment and go around.



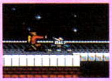


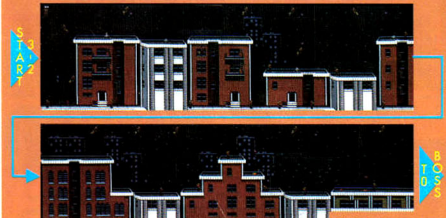
3-2

The action steps up a notch as you close in on the South Seas Club. You figure that the club's owner, Eddie Valentine, must have something to do with the attack. Watch out for Lothar, Eddie's right-hand man!

LICK THE LAUNCHERS

Mortar Launchers pop shells at three different angles. Wait for the low shot. Then move in.



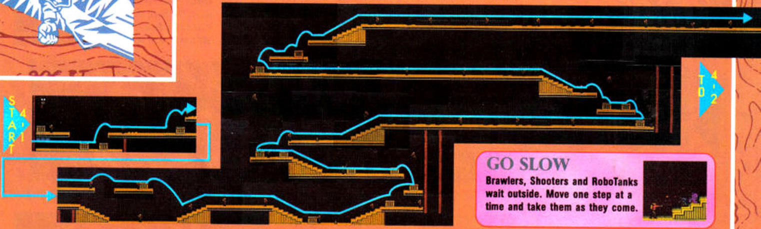


Check Out Page 29 For Tips On Beating Lothar!

Chapter 4

4-1

The South Seas Club guards have been tipped off that you've arrived. You decide to look for a rear entrance.

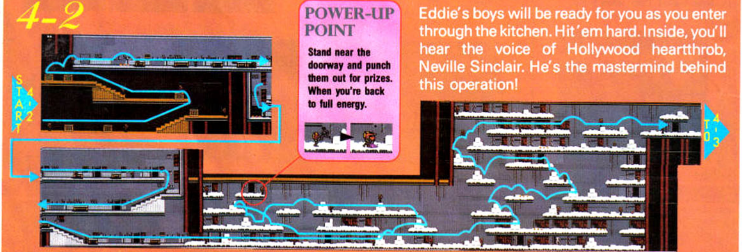


GO SLOW

Brawlers, Shooters and RoboTanks wait outside. Move one step at a time and take them as they come.

4-2

Eddie's boys will be ready for you as you enter through the kitchen. Hit 'em hard. Inside, you'll hear the voice of Hollywood heartthrob, Neville Sinclair. He's the mastermind behind this operation!

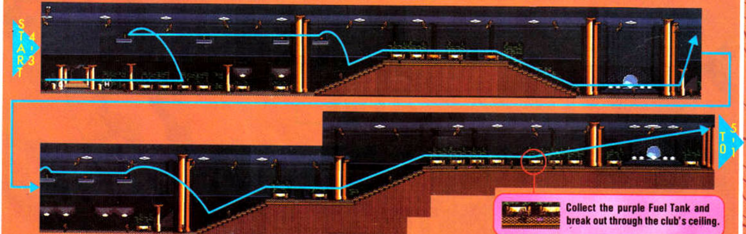


POWER-UP POINT

Stand near the doorway and punch them out for prizes. When you're back to full energy.

4-3

Sinclair left just moments ago, and he took Jenny with him. Now the club's crawling with crooks! The only thing that you can do is fight your way out and try to catch up to Sinclair.

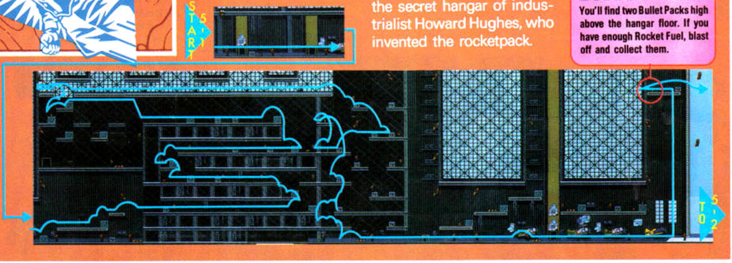


Collect the purple Fuel Tank and break out through the club's ceiling.

Chapter 5

5-1

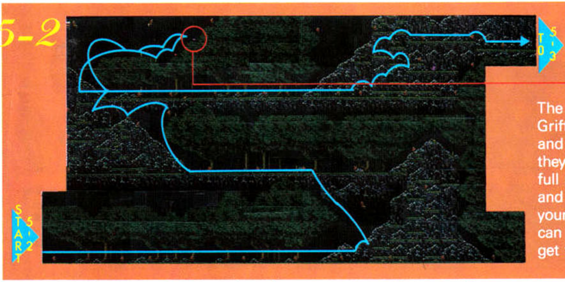
FBI Agents have taken you to the secret hangar of industrialist Howard Hughes, who invented the rocketpack.



LOFTY PRIZES

You'll find two Bullet Packs high above the hangar floor. If you have enough Rocket Fuel, blast off and collect them.

5-2



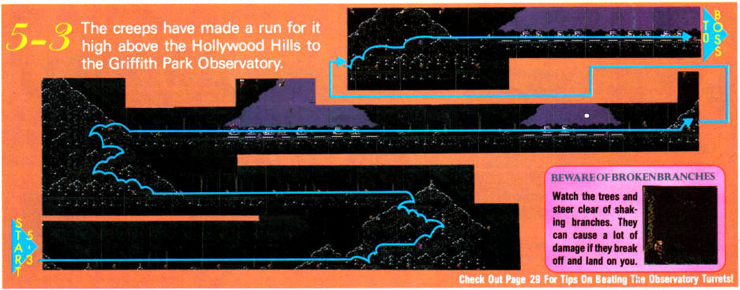
PURPLE HEART

This reward for valor will refill all of your energy.

The thugs have run off to Griffith Park. Follow them and you may find out where they took Jenny. The park is full of Bats. Some fly low and some fly high. Keep your Pistol out so that you can nail them before they get too close.

5-3

The creeps have made a run for it high above the Hollywood Hills to the Griffith Park Observatory.



BEWARE OF BROKEN BRANCHES

Watch the trees and steer clear of shaking branches. They can cause a lot of damage if they break off and land on you.

Check Out Page 29 For Tips On Beating The Observatory Turrets!

Chapter 6

~~1200~~

6-1

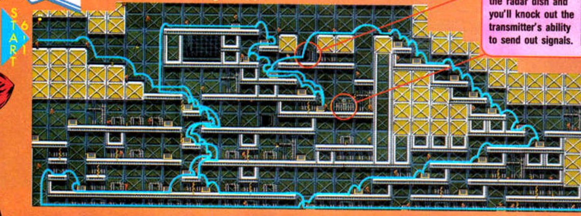
The hoodlums have barely escaped from your grasp once again. This time, they've fled to a zeppelin high in the night sky.

PUNCH FOR PRIZES

Brawlers run out of the open hatches. Give them a knuckle sandwich and they'll give you Hearts and Bullet Packs in return. What a deal!

BREAK THE DISH

The Electrofield guarding some sections of the zeppelin are controlled by the radio transmitter in this area. Hit the radar dish and you'll knock out the transmitter's ability to send out signals.

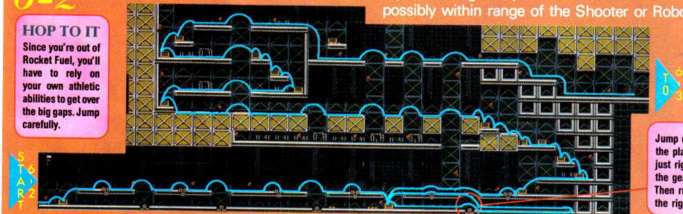


6-2

If you hit the gears, you'll be sent back several steps, possibly within range of the Shooter or RoboTank.

HOP TO IT

Since you're out of Rocket Fuel, you'll have to rely on your own athletic abilities to get over the big gaps. Jump carefully.

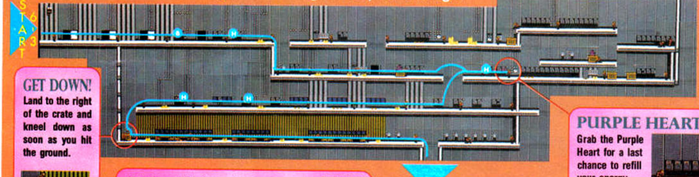


Jump down to the platform just right of the gears. Then run to the right.

6-3

Sinclair and Jenny are just a heartbeat away. Continue your climb down to the gondola and get ready for the fight.

Down, Down, Down...



GET DOWN!

Land to the right of the crate and kneel down as soon as you hit the ground.

Take it easy! You're getting close to Sinclair and he's beefed up the security in this area.

PURPLE HEART

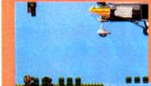
Grab the Purple Heart for a last chance to refill your energy before the final battle.

Face Fearsome Enemy Enforcements

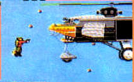
There are huge enemy forces at the end of Chapters 1, 3 and 5. If they have you on the ropes, look below for assistance. You'll easily be victorious once you know these strategies.

CHAPTER 1

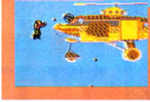
The Gyrocopter flies high above Chaplin Airfield. Stay on the left side of the screen, jump over the bullets and punch out the Brawlers for prizes. Then fly up and hit the pilot!



Stay on the left side and leap over the machine gun spray. Then punch the Brawlers and Power-Up.



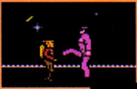
When you've got enough Energy, Bullets and Fuel, fly up to the level of the Gyrocopter's pilot.



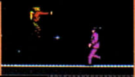
Take out the Pilot with a far-reaching weapon. The Gyrocopter will go down in no time!

CHAPTER 3

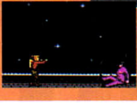
Lothar is waiting for you on a rooftop near the South Seas Club. He'll kick the weapons out of your hands so it'll be down to fisticuffs. Jump straight up and punch when he draws near.



You'll lose all of your hardware when you meet Lothar. Roll up your sleeves and get ready.



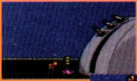
Instead of walking forward, jump straight up into the air. Lothar will move in to punch.



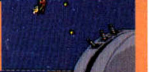
Hit Lothar as you land. He'll fall back from the collision. Six punches will do the trick.

CHAPTER 5

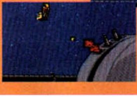
The Griffith Park Observatory Dome has been equipped with three turrets. Avoid the shots and hit the lowest turret with a Grenade. Then punch the Brawlers to power-up and take to the air to blast the last two.



Punch the Brawlers and collect the prizes that they leave behind.

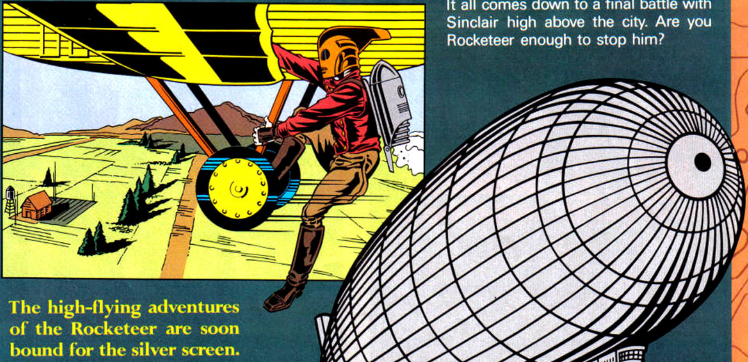


Toss a Grenade toward the lowest turret first and take it out.



When you're ready, fly up and pulverize the other turrets.

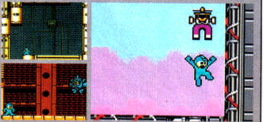
It all comes down to a final battle with Sinclair high above the city. Are you Rocketeer enough to stop him?



The high-flying adventures of the Rocketeer are soon bound for the silver screen. Watch for him this summer at a theatre near you!

NINTENDO POWER AWARDS—

For Best Graphics & Sound



The winner is...Mega Man III!

Capcom did itself proud with the third game in the Mega Man series. The visual smorgasbord is made up of a riotous mob of whacky robots and backgrounds that look as if they were designed by Dr. Wily himself. Sound-wise it has a good beat and lots of effects.

2nd Place: Super Mario Bros. 3

3rd Place: Castlevania III

A great variety of wild worlds pushed SMB3 into the runner-up slot. Castlevania III dazzled the eyeballs with hauntingly detailed backgrounds and ghoulish, undead monsters.

For Best Theme & Fun

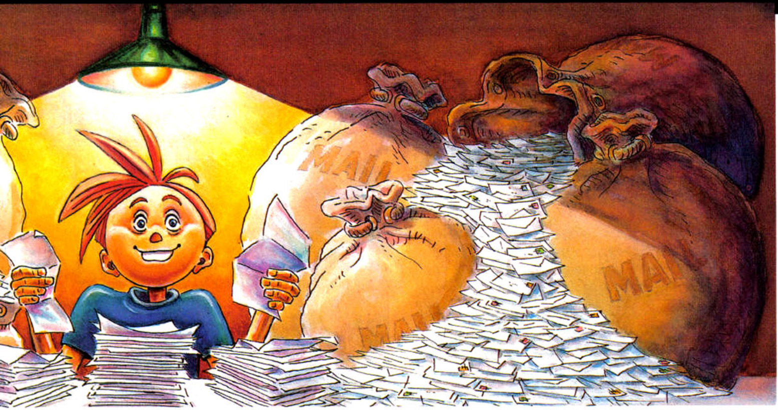
And the winner is...Super Mario 3!

What can be said that hasn't been said already about this game? Mario's mission to rid the mushroom worlds of Koopa and his Koopalings is a klassic. There are heroes, villains, narrow escapes and it turns out that Mario is half racoon! Hey, the weirder the better.

2nd Place: Mega Man III

3rd Place: Dragon Warrior II

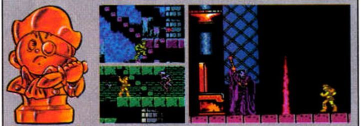
Mega Man III has it all, action, excitement and a robotic dog. The epic adventure, Dragon Warrior II, leads heroes on a quest from the high seas to the tunnels of Rhone.



'90

The votes are in and the Nesters are polished and ready for the video game event of the season. And now, the envelopes please...!

For Best Challenge



The winner is... Castlevania III!

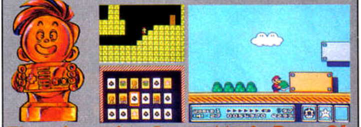
When the designers at Konami were working on this game, they must have known the stakes were high. Whether you're climbing through the gears of a tower clock or leaping from mast to mast on a ghostship, the challenge doesn't let up for a minute.

2nd Place: Crystalis

3rd Place: Battle of Olympus

These two adventure games—Crystalis set in the future and Battle of Olympus in the past—were separated by only 100 votes in the balloting.

For Best Play Control



The winner is...Super Mario Bros. 3!

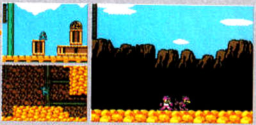
This second Nester is a tribute to the balance of SMB3. What makes it so fun? In part, the play control. By land, air or water, Mario has got the moves. You never have to stop and think about how Mario jumps; it just comes naturally. That's the mark of greatness.

2nd Place: Mega Man III

3rd Place: Super C

These second and third place action hits both give you super control of your character so you can get them quickly into the best firing position.

For Best Hero



The winner is...Mega Man!

If you're looking for a hero with the metal to be a machine, look no further. Mega Man is the toughest little cybot around. He runs, jumps and shoots like a cross between a pop-up toaster and Arnold Schwarzenegger.

2nd Place: Mario

3rd Place: Donatello

Everyone knows the story of these two heroes. Humans and reptiles alike rest easy at night knowing that Mario and Don, along with his bros., are stomping the forces of rottenness.

For Best Bad Guy

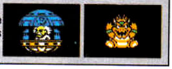
The winner is...Shredder

from TMNT 2 the Arcade Game! Why Shredder—because he doesn't have a shred of decency! He baffles the bros by splitting in two and his weird rays can turn them into turtle toddlers. Now that's bad!

2nd Place: Dr. Wily

3rd Place: Koopalings

Doc Wily just doesn't know when to quit. Give him a screwdriver and he'll try to take over the world. Bowser's nutty Koopalings have already taken over their worlds.



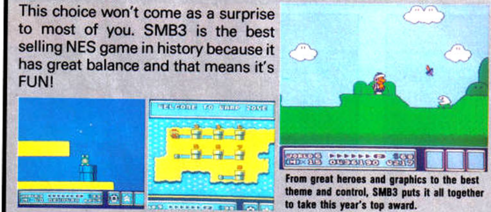
Overall Best G

NINTENDO POWER

FOR THE NES

Super Mario Bros. 3

This choice won't come as a surprise to most of you. SMB3 is the best selling NES game in history because it has great balance and that means it's FUN!

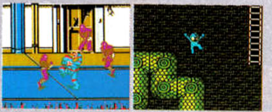


From great heroes and graphics to the best theme and control, SMB3 puts it all together to take this year's top award.

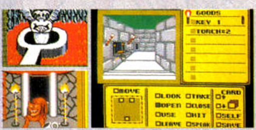
2nd Place: TMNT II: The Arcade Game

3rd Place: Mega Man 3

It was the toughest competition ever. With four Nesters between them, Mega Man 3 and TMNT II: The Arcade Game gave SMB3 a run for the money.



For Most Innovative


GOODS
KEY 1
TORCH×2
MOVE
LOOK TAKE
OPEN CLOSE
USE HIT
LEAVE SPEAK
CARD
SELF
SAVE

The winner is...Shadowgate!

Kemco-Seika introduced this PC adventure early in the year and it has been a smash hit ever since. What makes it so different: 3D perspective, text clues, tons of items and mysteries around ever corner!

2nd Place: Miracle Keyboard Teaching Sys.

3rd Place: Maniac Mansion

Whoever said piano lessons were a bore never played with the Miracle Keyboard System. Maniac Mansion introduced NES players to a point and click adventure into total weirdness.

For Best Simultaneous Multi-Player Game

The winner is...TMNT 2!

With Bro in tow you'll kick and slash your way to glory. Team fighting strategies are essential to defeat the hordes of Foot Clan Soldiers and Shredder's captains. This game was meant for two turtles.

2nd Place: NES Play Action Football

3rd Place: Dr. Mario

NES Play Action Football with two or four players has great action and strategy. Quickness, coordination and ruthless persistence are the keys to Dr. Mario.

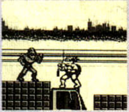
ames

FOR GAME BOY

TMNT: Fall Of The Foot Clan

Konami and the Turtles simply will not be denied. This Game Boy hit puts all the action of the NES games onto the small screen.

APRIL HAS BEEN KIDNAPPED BY SHREDDER!

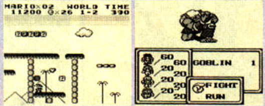


The enemies you love to hate give the Turtles a lesson in hard knocks. But like they say, where there's a pizza there's a way.

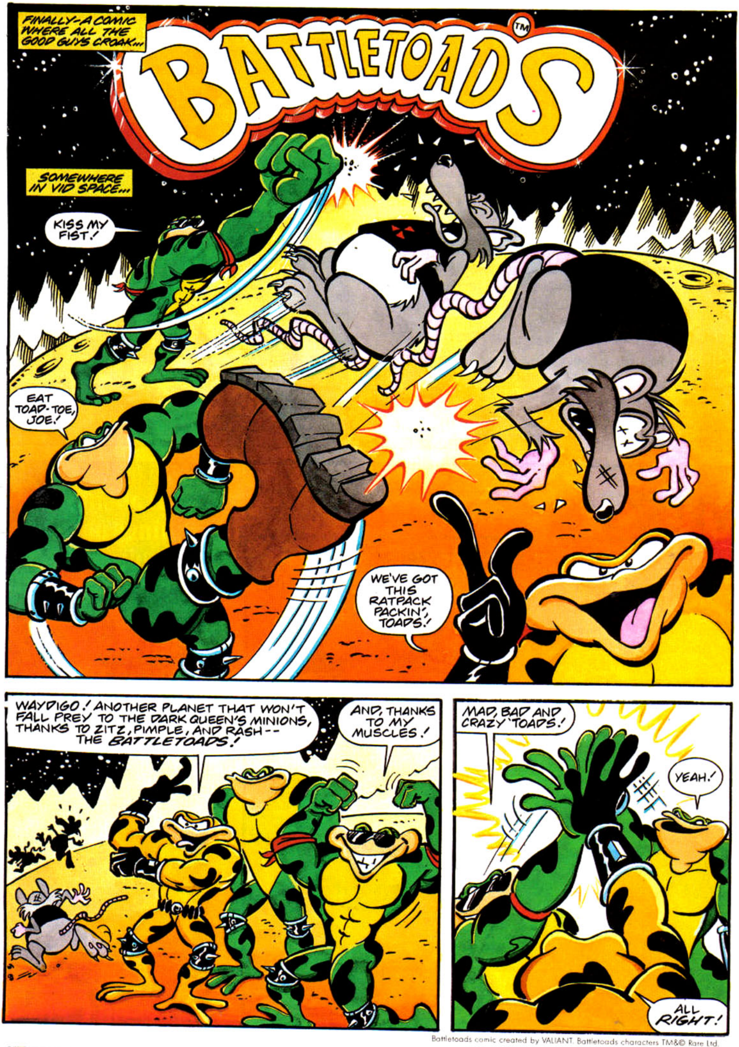
2nd Place: Super Mario Land

3rd Place: Final Fantasy Legend

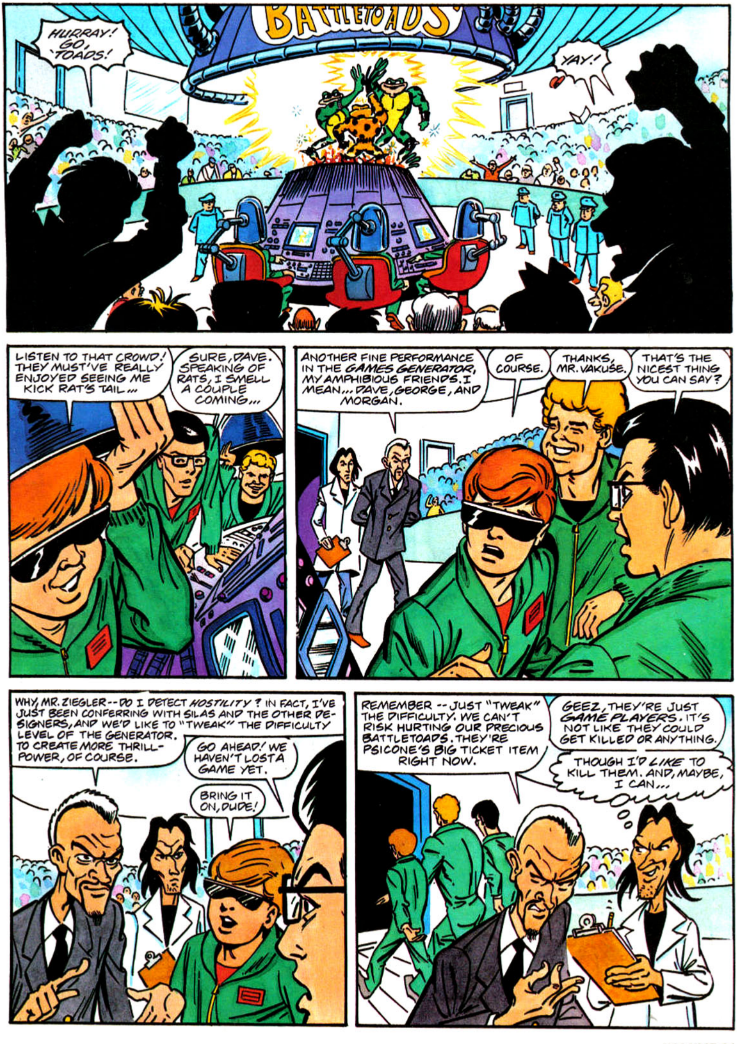
High adventure is alive and well on Game Boy. Super Mario Land plunges the world's favorite plumber into hot water and worse, while Final Fantasy Legend is a quest for Paradise.

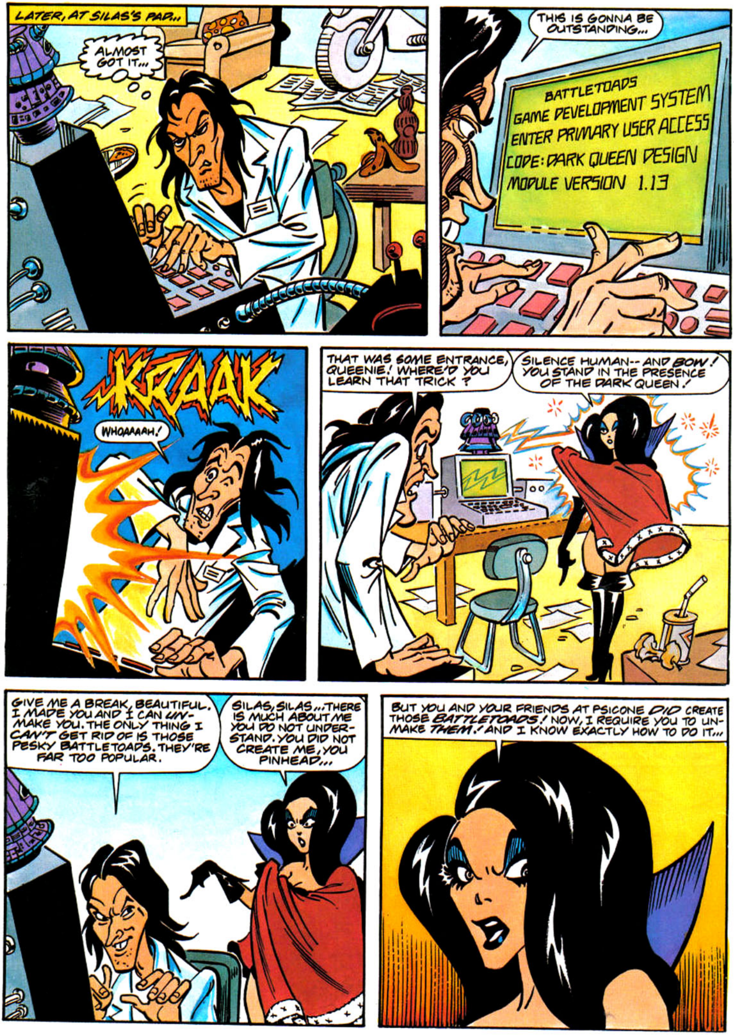

MARIO×02 WORLD TIME
11200 ×26 1-2 390
GOBLIN 1
FIGHT
RUN

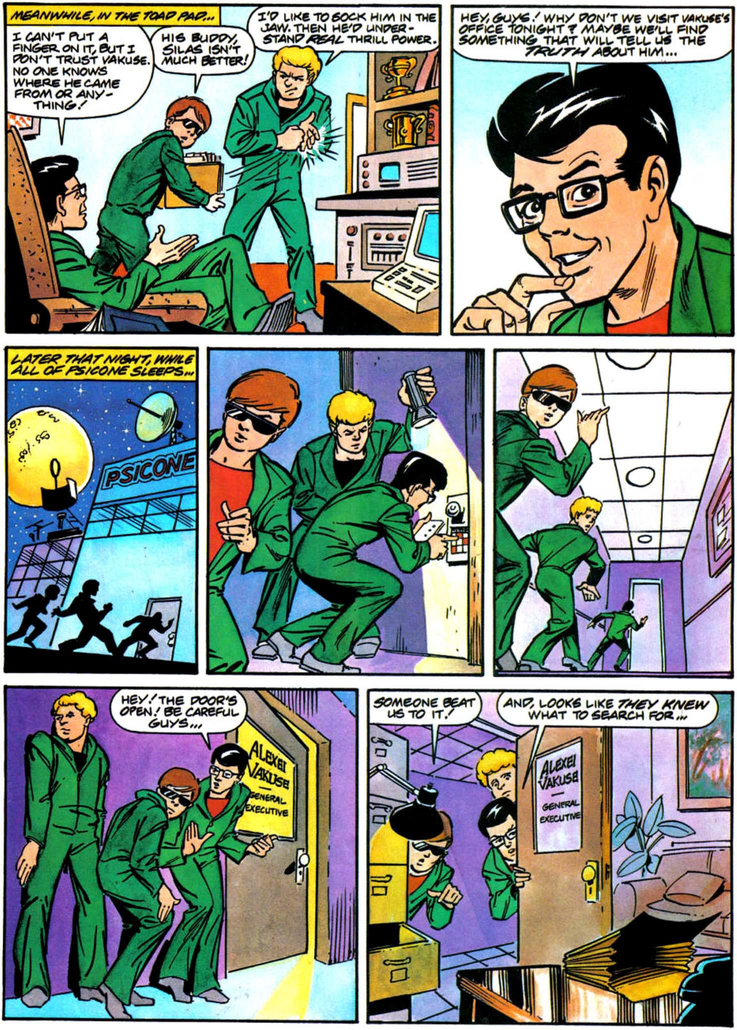
That about wraps things up here. Of course, I had already guessed all the winners, but thanks for voting anyway.

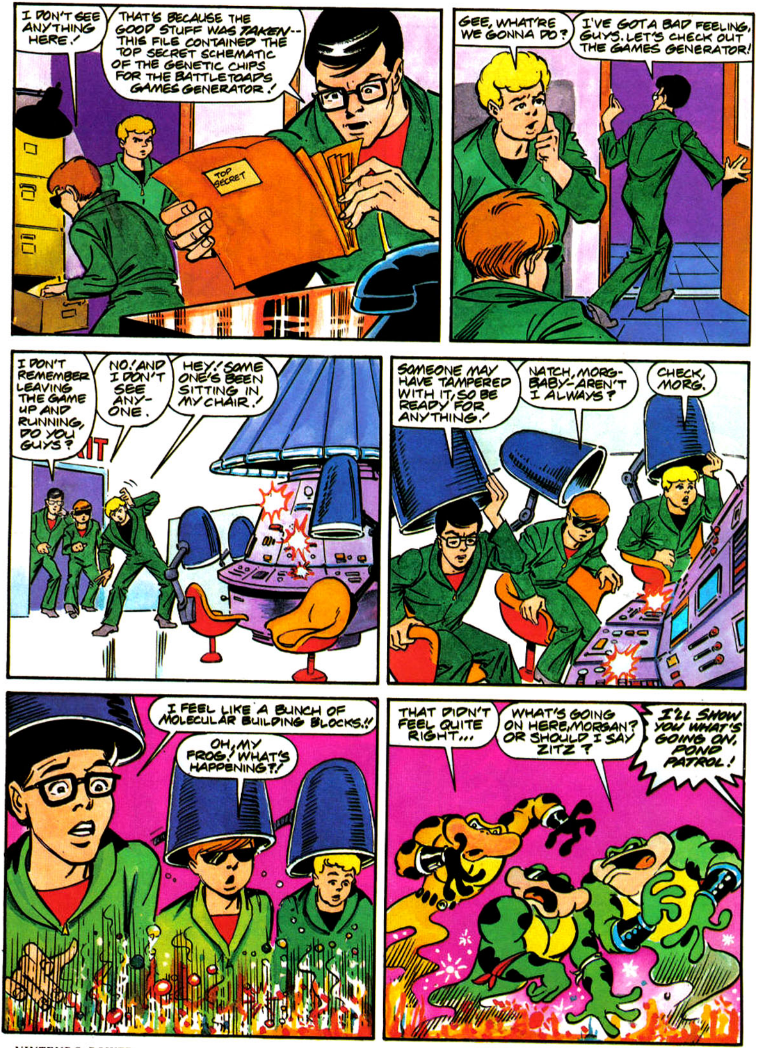

FINALLY—A COMIC WHERE ALL THE GOOD GUYS CROAK...
BATTLETOADS™
SOMEWHERE IN VID SPACE...
KISS MY FIST!
EAT TOAD-TOE, JOE!
WE'VE GOT THIS RATPACK PACKIN', TOADS!
WAYDIGO! ANOTHER PLANET THAT WON'T FALL PREY TO THE DARK QUEEN'S MINIONS, THANKS TO ZITZ, PIMPLE, AND RASH -- THE BATTLETOADS!
AND, THANKS TO MY MUSCLES!
MAD, BAD AND CRAZY 'TOADS!
YEAH!
ALL RIGHT!

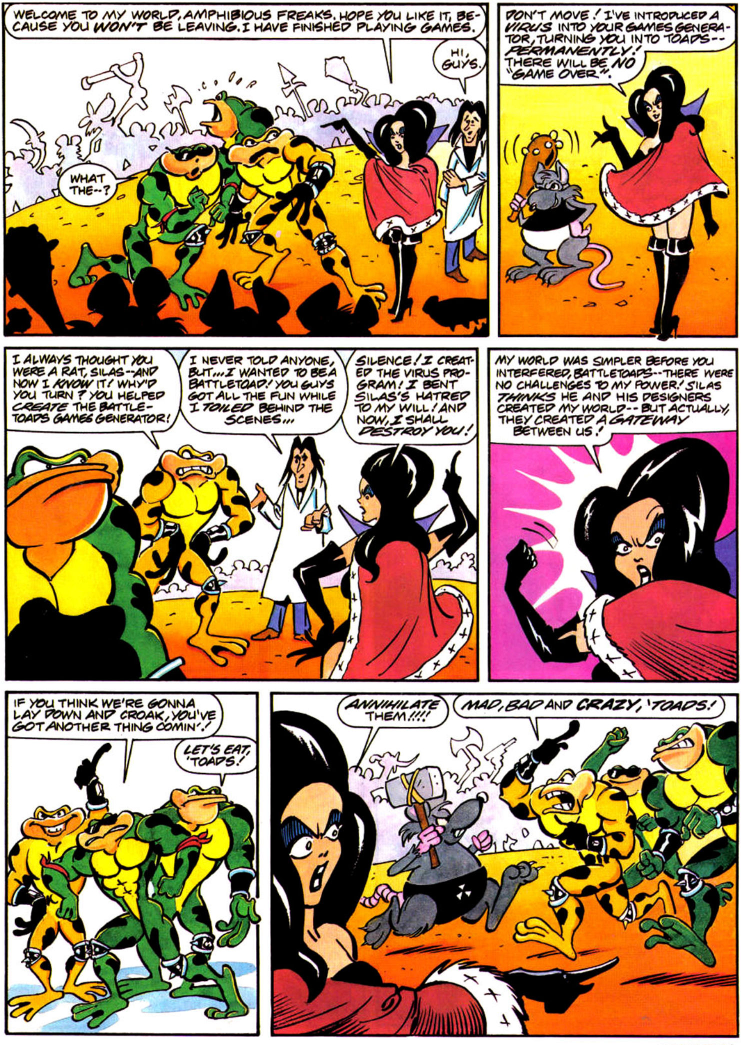
Battletoads comic created by VALIANT. Battletoads characters TM&© Rare Ltd.

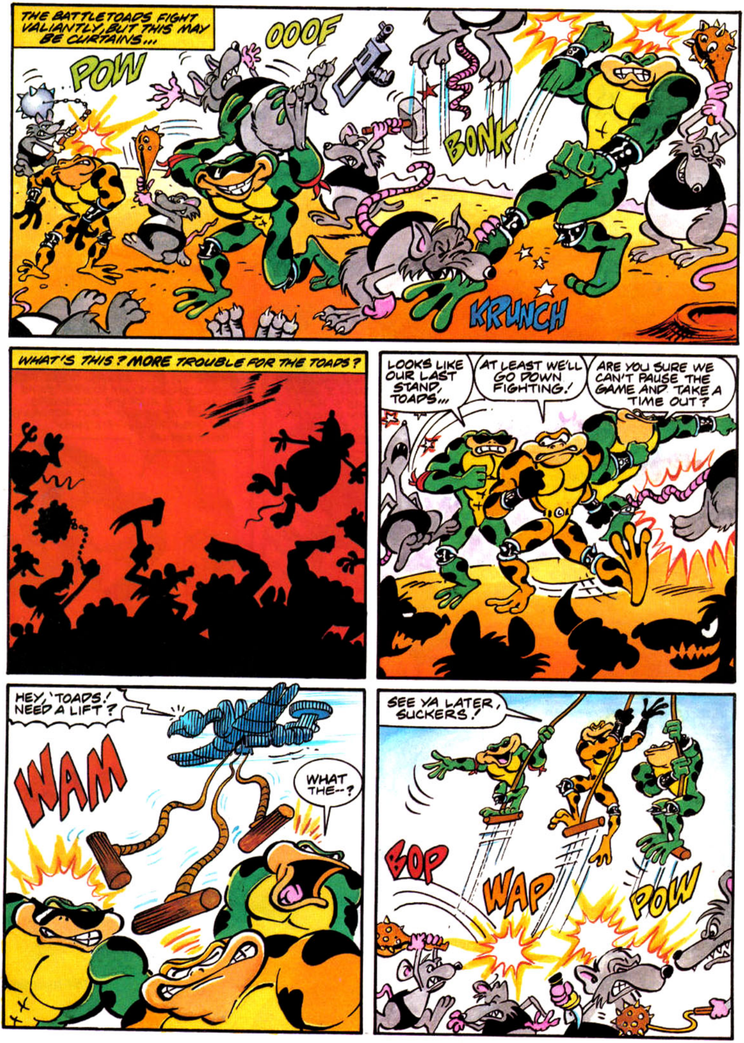

BATTLETOADS
HURRAY! GO, TOADS!
YAY!
LISTEN TO THAT CROWD! THEY MUST'VE REALLY ENJOYED SEEING ME KICK RAT'S TAIL...
SURE, DAVE. SPEAKING OF RATS, I SMELL A COUPLE COMING...
ANOTHER FINE PERFORMANCE IN THE GAMES GENERATOR, MY AMPHIBIOUS FRIENDS. I MEAN... DAVE, GEORGE, AND MORGAN.
OF COURSE.
THANKS, MR. VAKUSE.
THAT'S THE NICEST THING YOU CAN SAY?
WHY, MR. ZIEGLER-- DO I DETECT HOSTILITY? IN FACT, I'VE JUST BEEN CONFERRING WITH SILAS AND THE OTHER DESIGNERS, AND WE'D LIKE TO "TWEAK" THE DIFFICULTY LEVEL OF THE GENERATOR. TO CREATE MORE THRILL-POWER, OF COURSE.
GO AHEAD! WE HAVEN'T LOST A GAME YET.
BRING IT ON, DUDE!
REMEMBER -- JUST "TWEAK" THE DIFFICULTY. WE CAN'T RISK HURTING OUR PRECIOUS BATTLETOADS. THEY'RE PSICONE'S BIG TICKET ITEM RIGHT NOW.
GEEZ, THEY'RE JUST GAME PLAYERS. IT'S NOT LIKE THEY COULD GET KILLED OR ANYTHING.
THOUGH I'D LIKE TO KILL THEM. AND, MAYBE, I CAN...

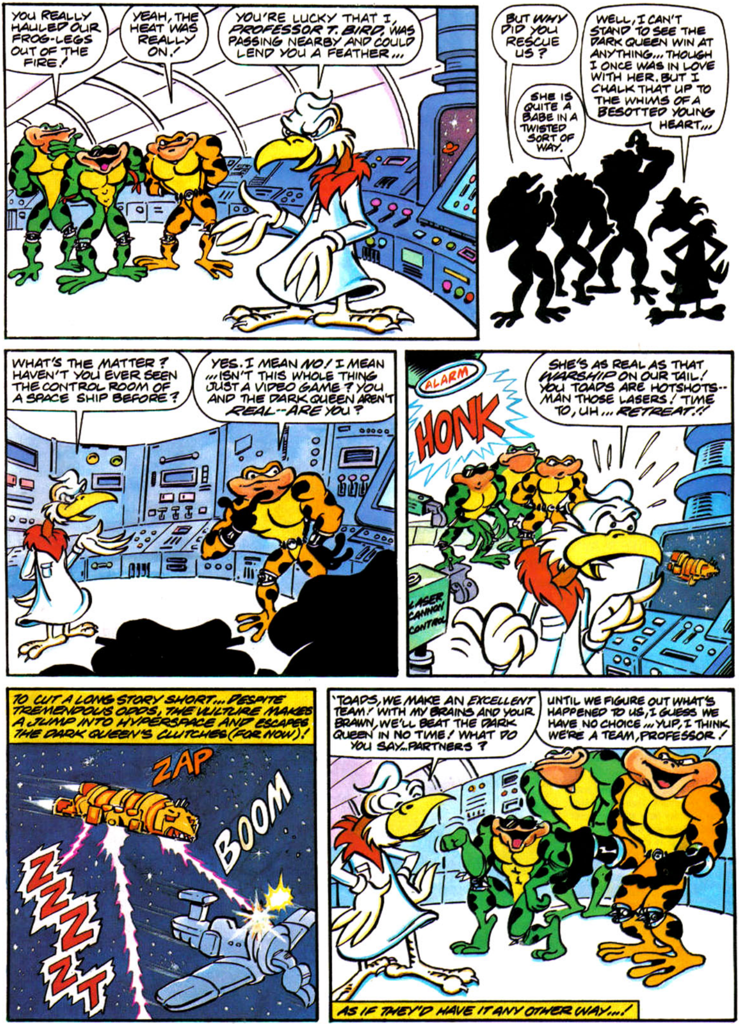

LATER, AT SILAS'S PAD...
ALMOST GOT IT...
THIS IS GONNA BE OUTSTANDING...
BATTLETOADS
GAME DEVELOPMENT SYSTEM
ENTER PRIMARY USER ACCESS
CODE: DARK QUEEN DESIGN
MODULE VERSION 1.13
KRAAK
WHOAAAAH!
THAT WAS SOME ENTRANCE, QUEENIE! WHERE'D YOU LEARN THAT TRICK ?
SILENCE HUMAN-- AND BOW! YOU STAND IN THE PRESENCE OF THE DARK QUEEN!
GIVE ME A BREAK, BEAUTIFUL. I MADE YOU AND I CAN UN-MAKE YOU. THE ONLY THING I CAN'T GET RID OF IS THOSE PESKY BATTLETOADS. THEY'RE FAR TOO POPULAR.
SILAS, SILAS... THERE IS MUCH ABOUT ME YOU DO NOT UNDERSTAND. YOU DID NOT CREATE ME, YOU PINHEAD...
BUT YOU AND YOUR FRIENDS AT PSICONE DID CREATE THOSE BATTLETOADS! NOW, I REQUIRE YOU TO UN-MAKE THEM! AND I KNOW EXACTLY HOW TO DO IT...


MEANWHILE, IN THE TOAD PAD...
I CAN'T PUT A FINGER ON IT, BUT I DON'T TRUST VAKUSE. NO ONE KNOWS WHERE HE CAME FROM OR ANYTHING!
HIS BUDDY, SILAS ISN'T MUCH BETTER!
I'D LIKE TO SOCK HIM IN THE JAW. THEN HE'D UNDERSTAND *REAL* THRILL POWER.
HEY, GUYS! WHY DON'T WE VISIT VAKUSE'S OFFICE TONIGHT? MAYBE WE'LL FIND SOMETHING THAT WILL TELL US THE *TRUTH* ABOUT HIM...
LATER THAT NIGHT, WHILE ALL OF PSICONE SLEEPS...
PSICONE
HEY! THE DOOR'S OPEN! BE CAREFUL GUYS...
ALEXEI VAKUSE GENERAL EXECUTIVE
SOMEONE BEAT US TO IT!
AND, LOOKS LIKE *THEY KNEW* WHAT TO SEARCH FOR...
ALEXEI VAKUSE GENERAL EXECUTIVE


I DON'T SEE ANYTHING HERE!
THAT'S BECAUSE THE GOOD STUFF WAS TAKEN-- THIS FILE CONTAINED THE TOP SECRET SCHEMATIC OF THE GENETIC CHIPS FOR THE BATTLETOADS GAMES GENERATOR!
TOP SECRET
GEE, WHAT'RE WE GONNA DO?
I'VE GOT A BAD FEELING, GUYS. LET'S CHECK OUT THE GAMES GENERATOR!
I DON'T REMEMBER LEAVING THE GAME UP AND RUNNING, DO YOU GUYS?
NO! AND I DON'T SEE ANYONE.
HEY! SOME ONE'S BEEN SITTING IN MY CHAIR!
IT
SOMEONE MAY HAVE TAMPERED WITH IT, SO BE READY FOR ANYTHING!
NATCH, MORG-BABY-AREN'T I ALWAYS?
CHECK, MORG.
I FEEL LIKE A BUNCH OF MOLECULAR BUILDING BLOCKS!!
OH, MY FROG! WHAT'S HAPPENING?!
THAT DIDN'T FEEL QUITE RIGHT...
WHAT'S GOING ON HERE, MORGAN? OR SHOULD I SAY ZITZ?
I'LL SHOW YOU WHAT'S GOING ON, POND PATROL!


WELCOME TO MY WORLD, AMPHIBIOUS FREAKS. HOPE YOU LIKE IT, BECAUSE YOU *WON'T* BE LEAVING. I HAVE FINISHED PLAYING GAMES.
HI, GUYS.
WHAT THE--?
DON'T MOVE! I'VE INTRODUCED A *VIRUS* INTO YOUR GAMES GENERATOR, TURNING *YOU* INTO TOADS-- *PERMANENTLY!* THERE WILL BE *NO* "GAME OVER".
I ALWAYS THOUGHT YOU WERE A RAT, SILAS--AND NOW I *KNOW* IT! WHY'D YOU TURN? YOU HELPED *CREATE* THE BATTLETOADS GAMES GENERATOR!
I NEVER TOLD ANYONE, BUT... I WANTED TO BE A BATTLETOAD! YOU GUYS GOT ALL THE FUN WHILE I *TOILED* BEHIND THE SCENES...
SILENCE! *I* CREATED THE VIRUS PROGRAM! *I* BENT SILAS'S HATRED TO MY WILL! AND NOW, *I* SHALL *DESTROY YOU!*
MY WORLD WAS SIMPLER BEFORE YOU INTERFERED, BATTLETOADS--THERE WERE NO CHALLENGES TO MY POWER! SILAS *THINKS* HE AND HIS DESIGNERS CREATED MY WORLD-- BUT ACTUALLY, THEY CREATED A *GATEWAY* BETWEEN US!
IF YOU THINK WE'RE GONNA LAY DOWN AND CROAK, YOU'VE GOT ANOTHER THING COMIN'!
LET'S EAT, 'TOADS!
ANNIHILATE THEM!!!!
MAD, BAD AND **CRAZY**, *'TOADS!*


THE BATTLETOADS FIGHT VALIANTLY, BUT THIS MAY BE CURTAINS...
OOOF
POW
BONK
KRUNCH
WHAT'S THIS? MORE TROUBLE FOR THE TOADS?
LOOKS LIKE OUR LAST STAND, TOADS...
AT LEAST WE'LL GO DOWN FIGHTING!
ARE YOU SURE WE CAN'T PAUSE THE GAME AND TAKE A TIME OUT?
HEY, 'TOADS! NEED A LIFT?
WAM
WHAT THE--?
SEE YA LATER, SUCKERS!
BOP
WAP
POW


YOU REALLY HAULED OUR FROG-LEGS OUT OF THE FIRE!
YEAH, THE HEAT WAS REALLY ON!
YOU'RE LUCKY THAT I, PROFESSOR T. BIRD, WAS PASSING NEARBY AND COULD LEND YOU A FEATHER...
BUT WHY DID YOU RESCUE US?
WELL, I CAN'T STAND TO SEE THE DARK QUEEN WIN AT ANYTHING... THOUGH I ONCE WAS IN LOVE WITH HER. BUT I CHALK THAT UP TO THE WHIMS OF A BESOTTED YOUNG HEART...
SHE IS QUITE A BABE IN A TWISTED SORT OF WAY.
WHAT'S THE MATTER? HAVEN'T YOU EVER SEEN THE CONTROL ROOM OF A SPACE SHIP BEFORE?
YES. I MEAN NO! I MEAN ...ISN'T THIS WHOLE THING JUST A VIDEO GAME? YOU AND THE DARK QUEEN AREN'T REAL--ARE YOU?
ALARM
HONK
SHE'S AS REAL AS THAT WARSHIP ON OUR TAIL! YOU TOADS ARE HOTSHOTS--MAN THOSE LASERS! TIME TO, UH... RETREAT!!
LASER CANNON CONTROL
TO CUT A LONG STORY SHORT... DESPITE TREMENDOUS ODDS, THE VULTURE MAKES A JUMP INTO HYPERSPACE AND ESCAPES THE DARK QUEEN'S CLUTCHES (FOR NOW)!
ZAP
BOOM
ZZZZT
'TOADS, WE MAKE AN EXCELLENT TEAM! WITH MY BRAINS AND YOUR BRAWN, WE'LL BEAT THE DARK QUEEN IN NO TIME! WHAT DO YOU SAY... PARTNERS?
UNTIL WE FIGURE OUT WHAT'S HAPPENED TO US, I GUESS WE HAVE NO CHOICE... YUP, I THINK WE'RE A TEAM, PROFESSOR!
AS IF THEY'D HAVE IT ANY OTHER WAY...!

*STAY TUNED FOR FURTHER ADVENTURES OF **BATTLETOADS** IN THE NEXT ISSUE OF **NINTENDO POWER**!*

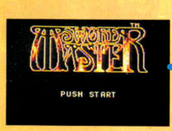
CLASSIFIED INFORMATION

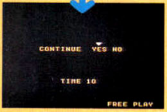
SWORD MASTER

From Agent #389

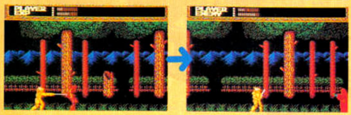
Unlimited Continues

Your sword fighting mission can get a real boost with a new code our Agents have developed, allowing endless chances to continue at the beginning of the stage in which your fighter was defeated. When you first see the Title Screen, press and hold Down on the Control Pad and the Select Button. Then press the Start Button and your game will begin. When your Sword Master has been defeated, the message "FREE PLAY" will appear at the bottom of the screen and you will have the chance to continue the game. Usually, you have only five chances to continue. With Free Play, though, you'll be able to continue as many times as you want!





At the Title Screen, press and hold Down and Select. Then press Start. After you play for a while and your Sword Master has been defeated, you'll be able to start again at the stage in which you left off.



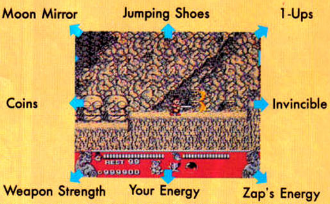
With unlimited chances to continue, you'll be able to fight through the first few stages several times to accumulate massive experience points.

Conquest of the Crystal Palace

From Agent #214

Bonus Bonanza

With a little pre-game preparation, you can blaze through the challenges of this exciting adventure. At the Title Screen, press the A Button and the Select Button at the same time. Then press the B Button and the Select Button at the same time. At this time, you may hear a tone. If you don't hear a tone, repeat the procedure until you do. Then press the Start Button before the demonstration sequence begins. While you are playing the game, you will be able to, at any time, collect bonuses instantly. Just press and hold the Select Button and press any of the Arrows on the Control Pad. Pressing Up and Right will get you 1-Ups. Pressing Right alone will make your character temporarily invincible. Pressing Right and Down will fill Zap's Energy. Pressing Down alone will fill your Energy. Pressing Down and Left will give you extra Weapon Strength. Pressing Left alone will add Coins to your total. Pressing Up and Left will get you the Moon Mirror. And, pressing Up alone will get you Jumping Shoes. Talk about a lot of bonuses!



At the Title Screen, press A and Select, then press B and Select. If you hear a tone, press Start. As you are playing. Press and hold Select and press the Control Pad as the arrows above indicate for bonuses.

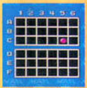
CLASSIFIED INFORMATION

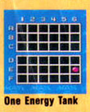
MEGA MAN III

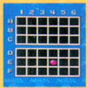
From Agent #710

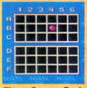
Password Power-Up

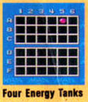
In the Mega Man III Password System, each position that is filled by a Red or Blue Ball signifies a particular accomplishment. If you have, for instance, collected one of the Robot Masters' weapons, the position for that weapon will be filled when you receive a Password. It also follows that every possible Energy Tank total has a corresponding Password position. By knowing which position in your Password signifies the number of Energy Tanks you've accumulated, you can modify your Password so that you have up to nine Tanks. The photos below show all of the possible Energy Tank Password positions. Take a look at your own Mega Man III Password and you will see that one, and only one, of those positions is filled. To modify your Password for a different Energy Tank total, just replace the current Energy Tank position in your Password with the position that corresponds with your desired Energy Tank total.

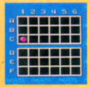

Zero Energy Tanks

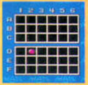

One Energy Tank

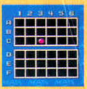

Two Energy Tanks

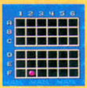

Three Energy Tanks

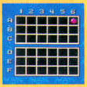

Four Energy Tanks


Five Energy Tanks


Six Energy Tanks


Seven Energy Tanks


Eight Energy Tanks


Nine Energy Tanks

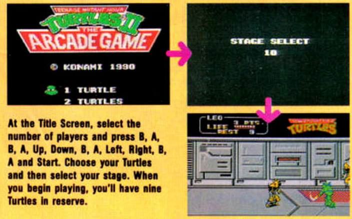
Replace the position in your Password that corresponds with your current Energy Tank total with the position for your desired Energy Tank total. You'll be able to go far with a full load of Tanks backing you up.

TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME

From Agent #234

Double Strength Code

The fearless foursome of Leo, Don, Mike and Raph have come across a real challenge in the NES version of their arcade adventure. To help them, we've already reported on two separate codes allowing nine Turtles in reserve and a Stage Select. Now our Agents have discovered a single code which combines the two. On the Title Screen, select the number of players, then press the A and B Buttons and the Arrows on the Control Pad in the following order: B, A, B, A, Up, Down, B, A, Left, Right, B and A. Then press the Start Button and choose your Turtle(s). The words "STAGE SELECT" followed by the number "1" will appear. Press Left and Right on the Control Pad to change this number, which denotes the stage, then press the A Button to begin on the desired Stage. Not only will you start at the beginning of any stage in the game, but you'll also have nine Turtles in reserve as you start your adventure!



© KONAMI 1990

1 TURTLE

2 TURTLES

STAGE SELECT

10

At the Title Screen, select the number of players and press B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start. Choose your Turtles and then select your stage. When you begin playing, you'll have nine Turtles in reserve.

Here's the complete list of TMNT II Codes. Plug 'em in and play!

Ten Turtles

↑ → → ↓ ↓ ↓ ← ← ← ← B A START

Stage Select

↓ ↓ ↓ ↓ ↓ → → → → → → → B A START

Ten Turtles & Stage Select

B A B A ↑ ↓ B A ← → B A START

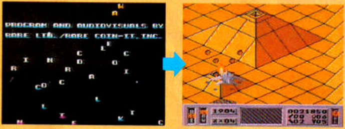
CLASSIFIED INFORMATION

CAPTAIN SKYHAWK

FROM AGENT #909

Invincible!

This challenging, multi-mission flight game is a piece of cake with a code developed by our Agents in the air. When you put the game in the Control Deck and turn on the power, you'll see information about the game which, after a few seconds, falls off the screen. As this is happening, press Up, Right, Down and Left on the Control Pad four consecutive times. Then press the Start Button. When the game begins, your Plane will be absolutely unbeatable. Even if you try to crash into the mountains, your Plane will just veer off to the side without any contact. While this does take the challenge out of the game, there's no better way to see the unfriendly skies.


PROGRAM AND AUDIOVISUALS BY RARE LTD./RARE COIN-IT, INC.

During the title sequence, press Up, Right, Down and Left four times. When you start playing, you'll be able to fly anywhere unharmed.

SILVER SURFER

FROM AGENT #451

Invincible Plus!

Our Agents have discovered a new, powerful Password for the Silver Surfer's adventure. Press Up on the Control Pads of both Controllers and enter KJTTJK as your Password. Then press the Start Button and go through the game Invincible! This marks the third super power Password we've found for Silver Surfer. The others are:

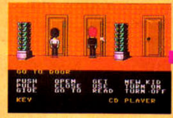
CKWJT4 – Full Weapons
SJM333 – Unlimited Continues

Maniac Mansion

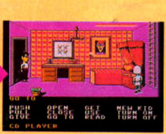
FROM AGENT #912

Stunned Edna

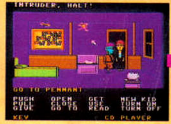
If one of your kids enters Nurse Edna's room while Edna's there, she usually sends them to the Dungeon. It's common pratice to have one kid enter the room and have another sneak in while Edna is placing the perpetrator in the Dungeon. This doesn't give you much time to explore, though, since she does return quickly. One way to insure that you'll have all the time you need is to have one kid go into the room, then before he or she can get sent to the Dungeon, have another kid step into Weird Ed's room. Since Ed moves more quickly than Edna, the second kid will be Dungeon bound, while the first kid will have free reign of Edna's room. Edna will stand near the door dazed and unable to move.


GO TO DOOR
PUSH PULL GIVE
OPEN CLOSE GO TO
GET USE READ
NEW KID TURN ON TURN OFF
KEY
CD PLAYER

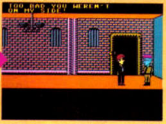
Have two kids line up outside of Nurse Edna's and Weird Ed's rooms.


GO TO
PUSH PULL GIVE
OPEN CLOSE GO TO
GET USE READ
NEW KID TURN ON TURN OFF
CD PLAYER

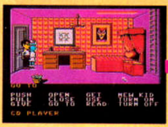
Get one kid to enter Nurse Edna's room.


INTRUDER, HALT!
GO TO PENNANT
PUSH PULL GIVE
OPEN CLOSE GO TO
GET USE READ
NEW KID TURN ON TURN OFF
KEY
CD PLAYER

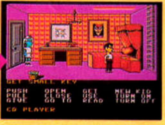
Before Nurse Edna acts, have another kid enter Weird Ed's room.


TOO BAD YOU WEREN'T ON MY SIDE!

The second kid will be sent to the Dungeon by Weird Ed.


GO TO
PUSH PULL GIVE
OPEN CLOSE GO TO
GET USE READ
NEW KID TURN ON TURN OFF
CD PLAYER

Switch to the first kid and you'll see that Edna is stunned.


GET SMALL KEY
PUSH PULL GIVE
OPEN CLOSE GO TO
GET USE READ
NEW KID TURN ON TURN OFF
CD PLAYER

Explore Edna's room for as long as you want without being captured.

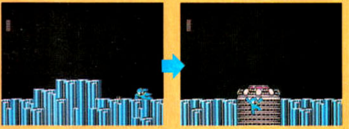
CLASSIFIED INFORMATION

MEGA MAN III

FROM AGENT #536

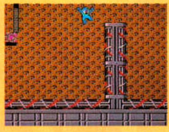
Goofy Gadget

Mega Man's run-ins with Break Man are a curious part of the story of Mega Man III. Our Agents found that the meeting with Break Man in the Gemini Man Stage can lead to a very strange change in the Penguin Makers below the surface. Normally, when you get to Break Man in this stage, your movement will be temporarily frozen while Break Man destroys a stopper which blocks the passage to the underground. With two quick moves, though, you can jump through the stopper before the action can freeze. Run along the surface of the planet until the scene stops scrolling. Then inch over to the right side of the screen and prepare yourself for a Super Jump by pressing and holding Right on the Control Pad of Controller II. When you're ready, slide to the right into the next screen and Super Jump to the stopper. You'll fall right through it and into the underground. When you get to the Penguin Makers, you'll see that they have drastically changed. All of the other characters, though, will be the same as before.

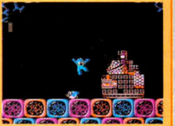


Slide into the screen with the stopper and Super Jump right through it.

The Super Jump is a very useful maneuver. Whenever you have a need to grab some air, just press Right on the Control Pad of Controller II and press the A Button on Controller I. You can even jump out of bottomless pit!



The Super Jump is good for both distance and height.



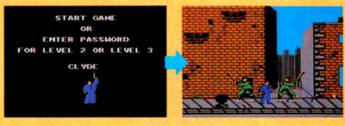
When you Super Jump here, the Penguin Maker transforms.

DIRTY HARRY

FROM AGENT #348

Clyde Code

Here's something that will make your day; unlimited lives in Dirty Harry. Just enter "CLYDE" as your Password at the beginning of the game. You'll be able to roam the streets and pick up punks as long as you want without ever losing one of your characters in reserve.



START GAME
OR
ENTER PASSWORD
FOR LEVEL 2 OR LEVEL 3
CLYDE

Call on "CLYDE" to accumulate unlimited lives.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
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P.O. Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

THE LONE RANGER™

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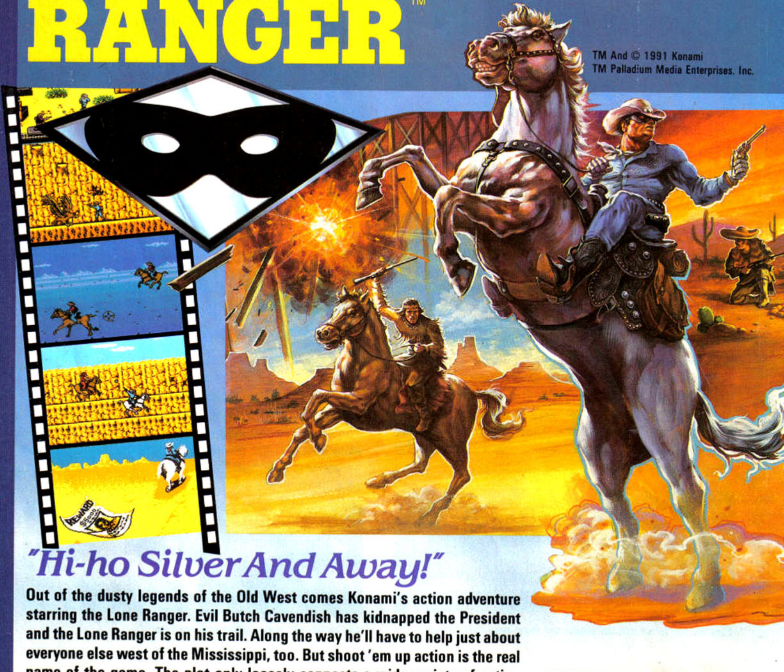
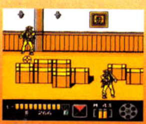


"Hi-ho Silver And Away!"

Out of the dusty legends of the Old West comes Konami's action adventure starring the Lone Ranger. Evil Butch Cavendish has kidnapped the President and the Lone Ranger is on his trail. Along the way he'll have to help just about everyone else west of the Mississippi, too. But shoot 'em up action is the real name of the game. The plot only loosely connects a wide variety of action scenes. In some stages a Zapper option is available for sharpshooters. You'll save the game with passwords, but to save the day you'll have to master six playing views.



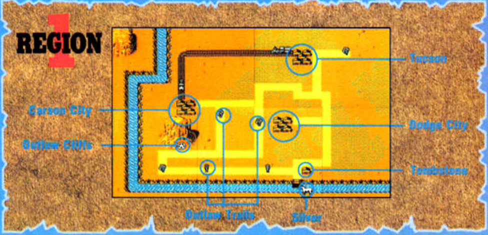
GAME PAK · DATA BOX	
THE LONE RANGER	
MFG—Konami	
MEMORY	2M × 1M MMC3 ——
POWER METER	
Graphics & Sound	3.4
Play Control	3.5
Challenge & Excitement	3.9
Theme & Fun	3.9

THE LONE RANGER

"Anyone seen a horse, 'bout yeah tall, answers to Silver?"

REGION 1

So you lost your horse and you don't have a kingdom to trade for a new one. Good work, Kemo Sabe. Better head into Tucson and listen to what folks have to say. Sometimes a keen ear is more help than a quick draw. After jawing some with the local Sheriff in Dodge City, you'll hit the trail, have a shootout with outlaws on the road and a real shootenanny with some outlaws in them thar hills. If you survive all that you deserve to get Silver.



"Listen up, masked stranger."

In Tucson the most important news is that a magnificent horse has been seen south of the Rio Grande. Be neighborly and talk to all the folks.

Only one fella is at home in Tombstone, and he won't give you the time of day until you've talked to the shoplady up in Tucson who's seen the horse.

After learning about the bridge in Tombstone, hitch yerself on up the road to Dodge City and drop in on the Sheriff. He'll tell you where to go next.

"Watch your back in towns."

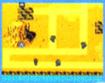
Be careful how you treat these city slickers. If you shoot a lady, you'll lose money and Life Points. But if you bring a rustler to justice, you'll earn a few silver dollars. Towns are a great place to earn quick money, but be careful where you aim that gun.

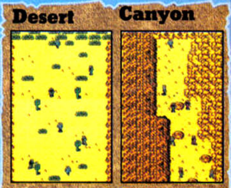
"Bite the bullet, pilgrim."

Even in these badlands you'll find a few civilized comforts. The town doctor is willing to patch you up for a reasonable fee of $50. Then once you're back on your feet, trot on over to the Gun Shop and stock up on ammo. Your six shooter fires regular shells or powerful silver bullets.

"Out of the road, pardner."

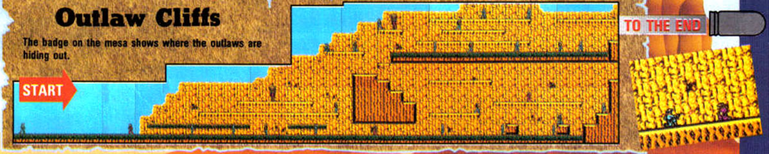
Unfortunately, it'll take more than a polite word to get past these cutthroats. You'll have to shoot it out. Fighting in the open desert is easier than in the canyon, so stay off the road closest to Carson City.





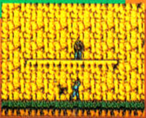
Outlaw Cliffs

The badge on the mesa shows where the outlaws are hiding out.



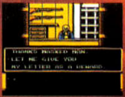
Cliff Fighting

The outlaws on the cliffs are guarding certain areas and aren't about to come chasing after you. Take a minute to size up the situation. In many cases you can jump up to ledges for an easy shot, or shoot from directly below the outlaw.



"It takes two to tangle, masked man."

The final outlaw is a mean cuss who can take a licking. If your Life Points are full, use Silver Bullets and fire as fast as you can. If you don't, avoid his shots by jumping.

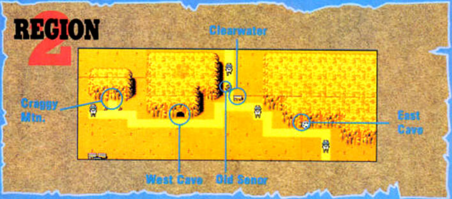


THANKS MASKED MAN.
LET ME GIVE YOU
MY LETTER AS A REWARD.

REGION 2

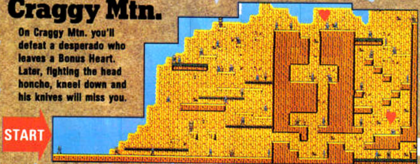
To find the Spanish Treasure you must locate and combine three pieces of an old plate. An hombre in Clearwater has one piece, but you'll have to find the others on your own. That will mean storming another mountain stronghold before heading into a rattlesnake den of outlaws and winding through a 3-D maze. At least you have Silver to lend you a hoof.

"Say, amigo, seen any treasure here abouts?"



Craggy Mtn.

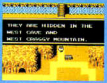
On Craggy Mtn. you'll defeat a desperado who leaves a Bonus Heart. Later, fighting the head honcho, kneel down and his knives will miss you.



TO THE END

"Hey, masked gringo, you want some advice?"

Visit the Old Señor in the last house in the village of Clearwater. When you collect the pieces of the plate, you'll bring them here.



THEY ARE HIDDEN IN THE
WEST CAVE AND
WEST CRAGGY MOUNTAIN.

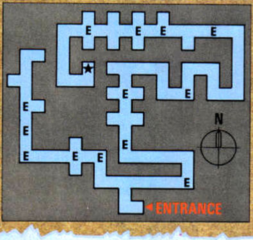
"I thought cave-banditos were extinct."

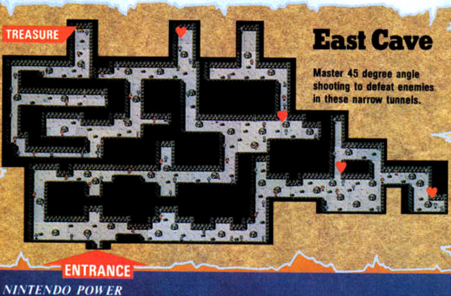
Inside the West Cave gather Hearts, Bullets and Dollars by defeating banditos. The baddest bandito of all is deep inside.

Watch the red indicator for enemies who appear to the side or behind you. Push the A Button and Controller toward them.

West Cave

The E symbol on the map means Enemies are lurking in the area. They can come at you from all sides and with many weapons. The Plate is at the end of the tunnel, indicated by the star on the map.



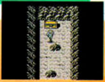


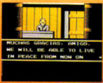
East Cave

Master 45 degree angle shooting to defeat enemies in these narrow tunnels.

"That treasure is so close I can smell it."

The Spanish Treasure is hidden deep inside the East Cave. As the banditos in the cave run out of ammo, they'll stop to reload. Use that time to fill the air with lead.





MUCHAS GRACIAS. AMIGO.
WE WILL BE ABLE TO LIVE
IN PEACE FROM NOW ON

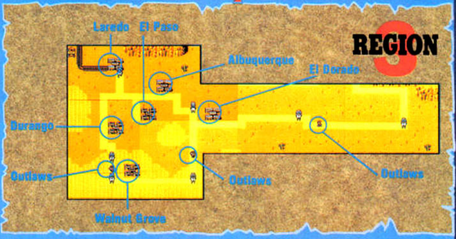
Back in Clearwater you'll be a hero for having recovered the ancient treasure. Don't expect a reward, though, and make sure that you write down Tonto's Password.

THE LONE RANGER

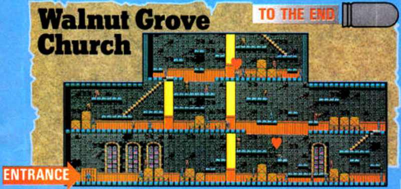
"Two outlaws is a party, but three's a pain."

REGION 3

The good citizens of El Paso and Albuquerque have been living in dire fear of three dastardly outlaws since their Sheriff was wounded. Looks like the Prez is going to have to hang tough while the Lone Ranger restores law and order. Talk to the Banker for an important clue, then hit the trail. The fights take place all over the map, on horseback, trains and even in crumbling Ghost towns.

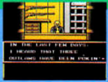

REGION 3
Laredo
El Paso
Albuquerque
El Dorado
Durango
Outlaws
Outlaws
Outlaws
Walnut Grove

Walnut Grove Church


TO THE END
ENTRANCE

"Walnut Grove? It sounds like a right happy place."

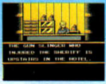
You'll need lots of ammo and full health if you want to reach the head outlaw in the church.



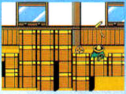
IN THE LAST FEW DAYS,
I HEARD THAT THREE
OUTLAWS HAVE BEEN POKIN'

"We're needed in Albuquerque, Silver. Yee Hah!"

The Hotel Albuquerque has room service like no one's business. Instead of champagne corks, bullets are flying in a 3-D shooting gallery.

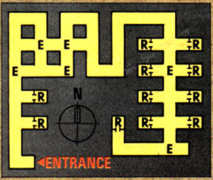


THE GUN SLINGER WHO
INJURED THE SHERIFF IS
UPSTAIRS IN THE HOTEL.



Hotel Albuquerque

Head upstairs to find the chief outlaw holed up in the hotel. Remember to watch the enemy indicator.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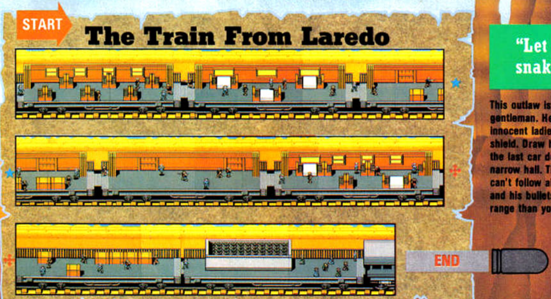
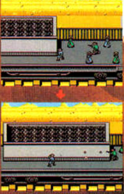
ENTRANCE

The Train From Laredo



"Let them ladies alone, snakebelly!"

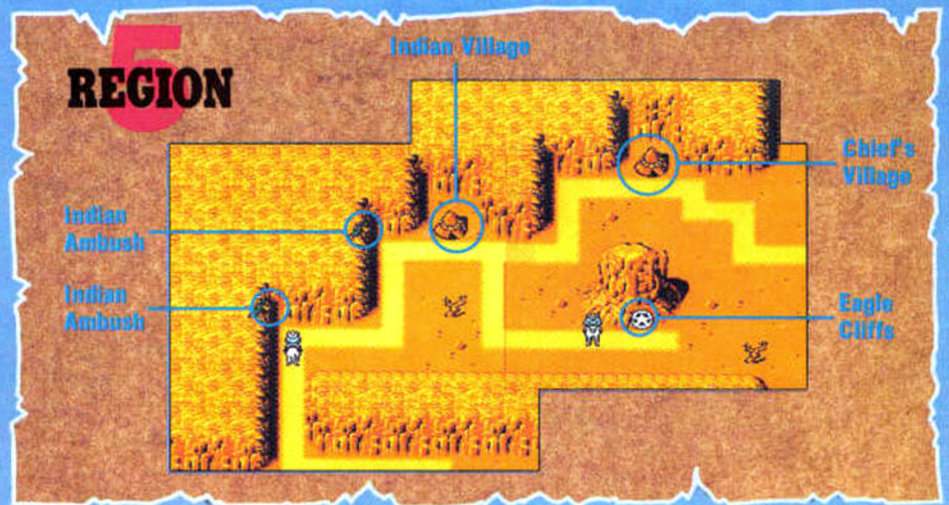
This outlaw is no gentleman. He's using innocent ladies as a shield. Draw him out of the last car down the narrow hall. The outlaw can't follow all the way and his bullets have less range than yours.



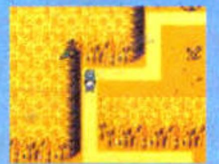
REGION 5

"Anyone for a pow wow?"

North of Brownsville is Indian country, a land of steep cliffs and friendly tribes. At least the tribes used to be friendly. Now for some reason the braves have got it into their heads that the Lone Ranger is a masked menace. Butch Cavendish certainly agrees, wherever he is. To regain the Indians' trust, see their Chief. He'll give you a quest to test your loyalty.



"What did I ever do to you guys?"



As you gallop along at the base of the cliffs, two bands of Indian braves leap on you from above. The side scrolling view from horseback makes for an exciting battle.

Silver can speed up, slow down or jump to cliff ledges during the attack. Stay above and in front of the braves while shooting down and backward at an angle.

If you get bushwhacked and need a doctor, ride back to Brownsville. The Indian warparty you've already passed will not return. There are only two warparties.

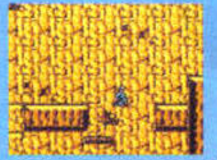
"Don't you guys ever quit?"

In their own villages, the Indian warriors are much more clever than the outlaws you've encountered in town. They attack with arrows, tomahawks and from concealed pits in the sand. Every step is treacherous, so use whatever cover you can find.

"Where's the Chief?"

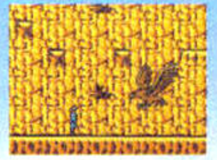
The Chief can be found at the end of the second village. You'll have to fight your way to him, but when you reach him, you'll find he's quite reasonable. He tells you why your name is mud around here and then he gives you a mission.

"I really, really, really hate birds."



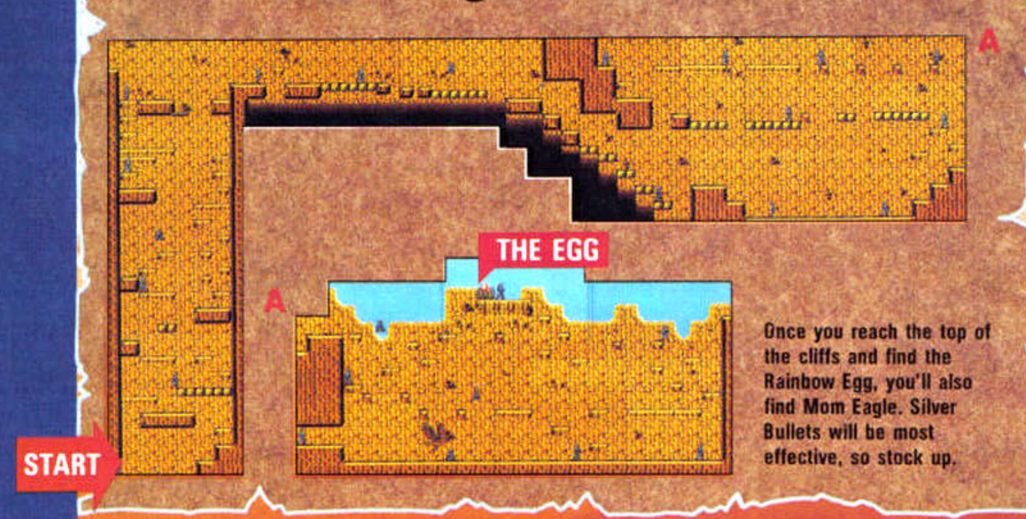
Climbing the Eagle Cliff is no lark. Apart from avoiding falling boulders and jumping onto tumbling logs, you'll have ornery eagles in your face.

Some of the blocks you walk on will crumble underfoot. These blocks are slightly darker than regular blocks, so keep a close watch.



When you hit an eagle it will stop moving, making it an easy target. Make sure you're well stocked on ammo so you can fire repeatedly.

Eagle Cliffs



Once you reach the top of the cliffs and find the Rainbow Egg, you'll also find Mom Eagle. Silver Bullets will be most effective, so stock up.

"You're okay by me, but what's with the mask?"

When you bring the Chief the Rainbow Egg he'll realize that you're not a scallywag and he'll trust you. But like most of the people you help, the Chief won't give you anything other than a pat on the back. Thanks a lot.

TO DEFEAT BUTCH.
NOW HE MUST BE
ON HIS WAY.

REGION 6

"Oh my darlin', oh my darlin'..."

She's the belle of the ball and the best cow puncher in Abilene. But Clara is also the Lone Ranger's sweetheart. Now she's been kidnapped by Butch Cavendish, who will stop at nothing to irk the Lone Ranger. If this isn't enough, our hero also meets up with a bunch of ninjas. (Ninjas? Sounds like the Konami design team had a cross-cultural melt down.)

LOOK KEMOSABEE.
A THREAT FROM
BUTCH!

When you reach Clara's house it's empty, but the note tells all. Butch has nabbed Clara in the hope that you'll get off his tail. Fat chance.

Head north to Pike's Peak, then go to the Mine Office in Abilene for directions to the mine. In the mine you'll face an attack of those rough and ready Texas ninjas.

In the mine dangers come from every direction, including straight up. Stalactites hanging from the roof crash down, but always from the same places so you can avoid them.

After cleaning up the mine of human slag, head to the ninja hideout and San Jacinto where, with any luck, you'll find Clara safe and sound.

REGION 7

"This desert isn't big enough for the two of us, Butch."

The Lone Ranger is now close on the tail of Butch Cavendish. Fact is you've reached his fortified stronghold east of San Jacinto. You can almost hear the President's sigh of relief. Here you'll have to quickdraw your way through an army of gunmen including a gatling gun at the gate. If you take out the gatling gun operators, the Lone Ranger can use the rapid fire weapon to mow down more enemies who appear from the south.

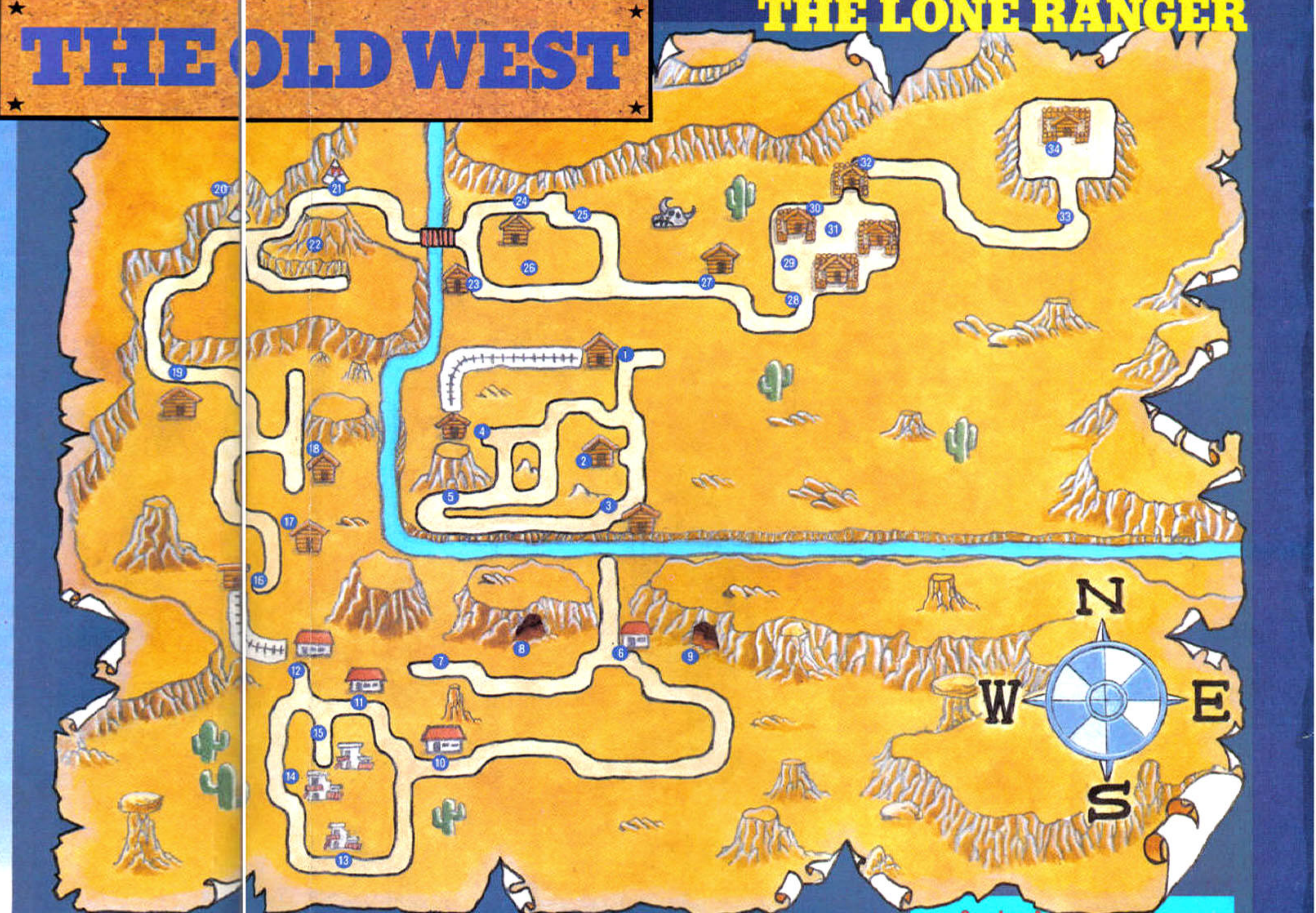
REGION 8

"End of the road, Silver. Let's save the President."

In the final stage you'll fight your way up a cliff and shoot it out while riding a railcar, sort of like Indiana Jones. The 3-D area here is tougher than anything you've seen so far. In another scene you'll be on a train track with a locomotive breathing down your neck! And then there are the big questions. Has Butch met his match? Will the President wonder what took the Lone Ranger so long? If you want to know, you'll just have to play the game.

THE LONE RANGER

THE OLD WEST



KEY

REGION 1

① **Tucson**
Station–Gunshop A–Doctor
② **Dodge City**
Sheriff–Gunshop A–Doctor
③ **Tombstone**
④ **Carson City**
Station–Target Practice –Gunshop A–Doctor
⑤ **Craggy Mtn.**

REGION 2

⑥ **Clear Water**
Old Señor–Gunshop A –Doctor
⑦ **Outlaw Hideout**
⑧ **West Cave**
⑨ **East Cave**

REGION 3

⑩ **El Paso**
Sheriff–Gambling–Bank –Gunshop B
⑪ **Albuquerque**
Hotel
⑫ **Laredo**
Station–Target Practice –Gunshop B–Doctor
⑬ **Walnut Grove (ghost town)**
Spanish Church
⑭ **Durango (ghost town)**
⑮ **El Dorado (ghost town)**

REGION 4

⑯ **Silver City**
Station
⑰ **Fire Creek**
Sheriff–Gunshop C–Doctor (Service is available after Imposter is defeated.)
⑱ **Amarillo**
Gunshop C–Doctor (Service is available after Imposter is defeated.)
⑲ **Brownsville**
Imposter's Hideout –Gunshop C–Doctor (Prices are doubled until Imposter is defeated.)

REGION 5

⑳ **Indian Village**
㉑ **Chief's Village**
㉒ **Eagle Cliff**

REGION 6

㉓ **Abilene**
Clara's House–Mining Office–Station–Gunshop C–Doctor
㉔ **Pike's Peak**
Information
㉕ **Mine**
㉖ **Ninja Hideout**
㉗ **San Jacinto**
Hideout–Gunshop C –Doctor

REGION 7

㉘ **Gate**
㉙ **Camp 1**
㉚ **Camp 2**
㉛ **Camp 3**
㉜ **Camp 4**

REGION 8

㉝ **Cliff**
㉞ **Butch's Hideout**

Gunshop A

Standard Bullets	$10
Silver Bullets	$20
TNT	$30
Short Barrelled	$100

Gunshop B

Standard Bullets	$10
Silver Bullets	$20
TNT	$30
Short Barrelled	$100
Middle Barrelled	$200

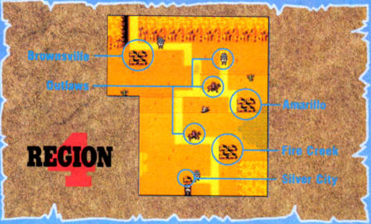
Gunshop C

Standard Bullets	$10
Silver Bullets	$20
TNT	$30
Short Barrelled	$100
Middle Barrelled	$200
Long Barrelled	$400

REGION 4

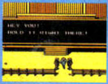
"He's a yellow bellied imposter, Kemo Sabe."

No sooner do you polish off the scoundrel in the train than you're locked up in jail. Seems an imposter has been running around this region causing a ruckus. Don't get riled, now. Just head north toward Amarillo, then up to Brownsville. You have to fight from the saddle, battle at night and put up with insults the entire while. Butch Cavendish may still be at large, but your reputation is on the line.



"Tonto, let me out!"

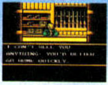
Well, the deputies have thrown you into the lockup and things are looking pretty grim. Tough luck, hombre. But don't fret, trusty Tonto will be along shortly with the key and some disturbing news.



HEY YOU!
HOLD IT RIGHT THERE!

"I'm not a robber; I'm a ranger."

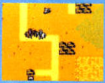
Because of the unpopularity of the Imposter who has been mask-erading as the Lone Ranger, the real L.R. is out of luck when it comes to getting info, ammo and medical treatment. You should head back to Laredo for all your essentials.



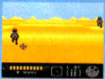
I CAN'T SELL YOU
ANYTHING. YOU'D BETTER
GO HOME QUICKLY.

"Looks like a battle in the saddle."

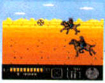
Three times in quick succession you'll enter running battles with mounted gunmen. The action switches between side scrolling and 3-D scrolling.



In the Battle of the Saddle, the only way to get items is by doing some sharp shooting in the head-on views or when the yeller-bellies are running away.

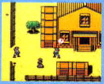


Memorize the patterns in which the enemies appear. It's always the same. Also keep your eye on the enemy indicator at the bottom of the screen.



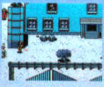
"Amateur hour in Amarillo?"

No sooner do you step into Amarillo than you find yourself face to face with the Imposter. Hey, that guy doesn't even look like you! Well, maybe just a little around the mask. Suddenly he's running away. If you leave town, you'll find the Imposter riding off in a cloud of dust toward Brownsville.



"So, how's the nightlife in Brownsville?"

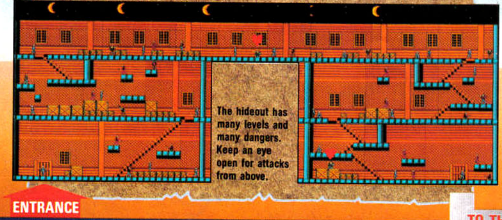
You'll get all the action you can stomach when you ride into Brownsville on the trail of the Imposter. Outlaws prowl the moonlit streets like nervous cats and everything in town costs twice as much as usual. Head north to the Imposter's hideout once you've filled up your health.



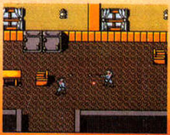
"Say, there's a guy hiding out in town who has a mask just like yours."

Once you slip inside the hideout, you'll find you can't shoot upward through stone ledges like you could in earlier sideview stages. Collect Hearts and make your way to the Imposter at the end. Use Silver Bullets.

The Imposter's Hideout



The hideout has many levels and many dangers. Keep an eye open for attacks from above.



TO THE END

REGION 5

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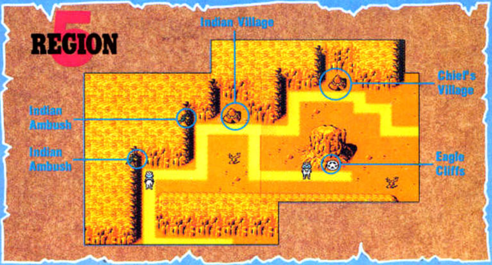

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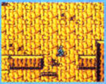
The Chief can be found at the end of the second village. You'll have to fight your way to him, but when you reach him, you'll find he's quite reasonable. He tells you why your name is mud around here and then he gives you a mission.

"I really, really, really hate birds."

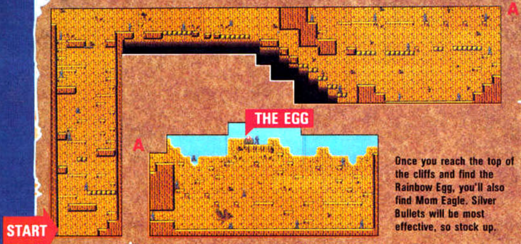


Climbing the Eagle Cliff is no lark. Apart from avoiding falling boulders and jumping onto tumbling logs, you'll have ornery eagles in your face.

Some of the blocks you walk on will crumble underfoot. These blocks are slightly darker than regular blocks, so keep a close watch.

When you hit an eagle it will stop moving, making it an easy target. Make sure you're well stocked on ammo so you can fire repeatedly.

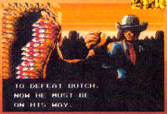
Eagle Cliffs



Once you reach the top of the cliffs and find the Rainbow Egg, you'll also find Mom Eagle. Silver Bullets will be most effective, so stock up.

"You're okay by me, but what's with the mask?"

When you bring the Chief the Rainbow Egg he'll realize that you're not a scallywag and he'll trust you. But like most of the people you help, the Chief won't give you anything other than a pat on the back. Thanks a lot.

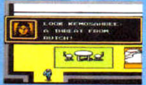


TO DEFEAT BUTCH.
NOW HE MUST BE
ON HIS WAY.

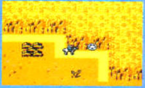
REGION 6

"Oh my darlin', oh my darlin'..."

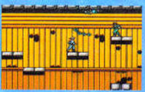
She's the belle of the ball and the best cow puncher in Abilene. But Clara is also the Lone Ranger's sweetheart. Now she's been kidnapped by Butch Cavendish, who will stop at nothing to irk the Lone Ranger. If this isn't enough, our hero also meets up with a bunch of ninjas. (Ninjas? Sounds like the Konami design team had a cross-cultural melt down.)



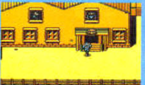
When you reach Clara's house it's empty, but the note tells all. Butch has nabbed Clara in the hope that you'll get off his tail. Fat chance.



Head north to Pike's Peak, then go to the Mine Office in Abilene for directions to the mine. In the mine you'll face an attack of those rough and ready Texas ninjas.



In the mine dangers come from every direction, including straight up. Stalactites hanging from the roof crash down, but always from the same places so you can avoid them.

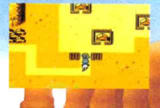


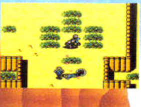
After cleaning up the mine of human slag, head to the ninja hideout and San Jacinto where, with any luck, you'll find Clara safe and sound.

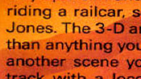
REGION 7

"This desert isn't big enough for the two of us, Butch."

The Lone Ranger is now close on the tail of Butch Cavendish. Fact is you've reached his fortified stronghold east of San Jacinto. You can almost hear the President's sigh of relief. Here you'll have to quickdraw your way through an army of gunmen including a gatling gun at the gate. If you take out the gatling gun operators, the Lone Ranger can use the rapid fire weapon to mow down more enemies who appear from the south.



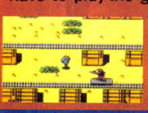


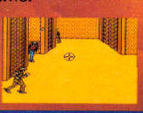


REGION 8

"End of the road, Silver. Let's save the President."

In the final stage you'll fight your way up a cliff and shoot it out while riding a railcar, sort of like Indiana Jones. The 3-D area here is tougher than anything you've seen so far. In another scene you'll be on a train track with a locomotive breathing down your neck! And then there are the big questions. Has Butch met his match? Will the President wonder what took the Lone Ranger so long? If you want to know, you'll just have to play the game.





THE

KEY

REGION 1

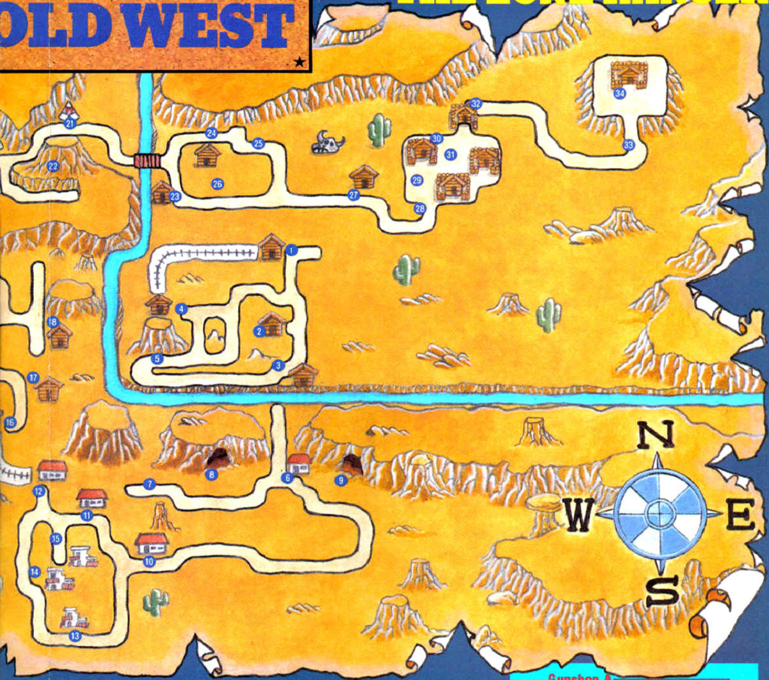
1. **Tucson**
   Station–Gunshop A–Doctor
2. **Dodge City**
   Sheriff–Gunshop A–Doctor
3. **Tombstone**
4. **Carson City**
   Station–Target Practice –Gunshop A–Doctor
5. **Craggy Mtn.**

REGION 2

6. **Clear Water**
   Old Señor–Gunshop A –Doctor
7. **Outlaw Hideout**

OLD WEST

THE LONE RANGER



⑧ West Cave
⑨ East Cave

REGION 3

⑩ El Paso
Sheriff–Gambling–Bank –Gunshop B
⑪ Albuquerque
Hotel
⑫ Laredo
Station–Target Practice –Gunshop B–Doctor
⑬ Walnut Grove (ghost town)
Spanish Church
⑭ Durango (ghost town)
⑮ El Dorado (ghost town)

REGION 4

⑯ Silver City
Station
⑰ Fire Creek
Sheriff–Gunshop C–Doctor (Service is available after Imposter is defeated.)
⑱ Amarillo
Gunshop C–Doctor (Service is available after Imposter is defeated.)
⑲ Brownsville
Imposter's Hideout –Gunshop C–Doctor (Prices are doubled until Imposter is defeated.)

REGION 5

⑳ Indian Village
㉑ Chief's Village
㉒ Eagle Cliff

REGION 6

㉓ Abilene
Clara's House–Mining Office–Station–Gunshop C–Doctor
㉔ Pike's Peak
Information
㉕ Mine
㉖ Ninja Hideout
㉗ San Jacinto
Hideout–Gunshop C –Doctor

REGION 7

㉘ Gate
㉙ Camp 1
㉚ Camp 2
㉛ Camp 3
㉜ Camp 4

REGION 8

㉝ Cliff
㉞ Butch's Hideout

Gunshop A

Standard Bullets	$10
Silver Bullets	$20
TNT	$30
Short Barrelled	$100

Gunshop B

Standard Bullets	$10
Silver Bullets	$20
TNT	$30
Short Barrelled	$100
Middle Barrelled	$200

Gunshop C

Standard Bullets	$10
Silver Bullets	$20
TNT	$30
Short Barrelled	$100
Middle Barrelled	$200
Long Barrelled	$400

CAPCOM USA

Disney's TALESPIN

1

Coming Soon To Your NES
NINTENDO POWER

SPECIAL FEATURE

GAME BOY™

This issue's GIANT Game Boy feature includes reviews of six of the hottest Game Boy releases. Check out the dungeon-exploring adventures of Mysterium and Gauntlet II, the sci-fi action of Battle Unit Zeoth, the super soccer thrills of Nintendo World Cup and the puzzling fun of Spot and The Chessmaster. There's also a page of Classified Information and news on future Paks. Read on!

OFF ON
DOT MATRIX WITH STEREO SOUND
MYSTERIUM
BATTERY
Nintendo GAME BOY™
B
A
SELECT
START
PHONES

GAME BOY
MYSTERIUM

MYSTERIUM

GAME BOY
GAUNTLET II

GAUNTLET II

BATTLE UNIT ZEOTH

GAME BOY
WORLD CUP

NINTENDO WORLD CUP

GAME BOY
SPOT

SPOT

GAME BOY
CHESSMASTER

THE CHESSMASTER

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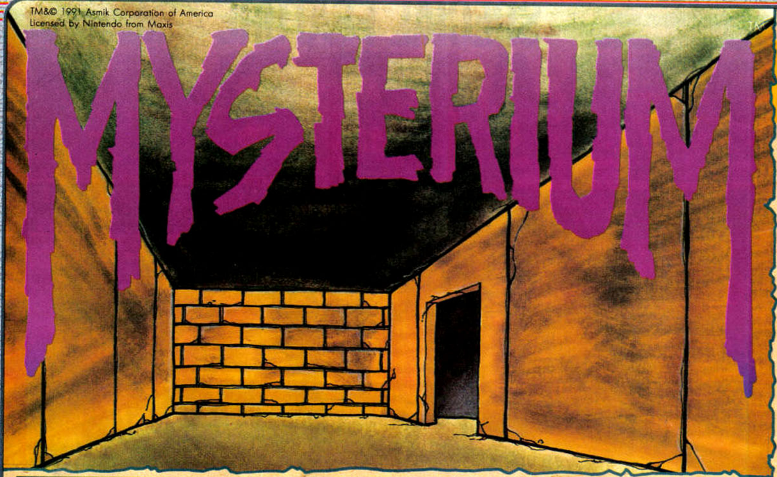
MYSTERIUM

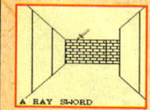


A Trial by Fire (and Water, Acid and Mercury)

Alchemy, the ancient science devoted to the forging of useful items from basic metals, forms the background of Mysterium, from Asmik. Although fighting monsters in the first person perspective maze is a fantasy role playing game element, the real challenge of Mysterium lies in mastering the puzzling alchemical transformations. With over 150 weapons, herbs and devices possible, the game is every bit as deep as its ten fright-filled floors. You'll find that mixing elements and creating useful items is anything but elementary in the high-pressure hallways and passages of Mysterium.

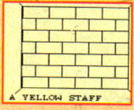
Weapon

You'll need to create more powerful weapons than the Staff you start out with if you are to survive your quest.



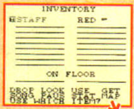
You can create some weapons with a single transformation. Iron dropped into Mercury will make a Ray Sword.

Others are more complex. Sulfur in water makes a Black Rose. Then drop the Rose into Fire to make a Yellow Staff.



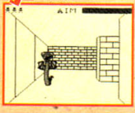
Battle

Between finding and creating the items you need, you must battle wandering monsters that block your passage.



INVENTORY
STAFF RED
ON FLOOR
DROP LOOK USE GET
SONG PAUS STAT MAP
USE WHICH ITEM?

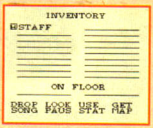
Be sure to arm your weapons by selecting "Use" on the Inventory Screen. A "W" marks the weapon you have equipped.



Press the B Button for Aim mode. This lets you aim at the monsters or dodge their attacks.

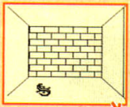
Inventory Screen

The Inventory Screen is where you can pick things up, drop them, look at them, and control the game options. Pressing Start brings up the STAT screen.



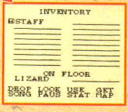
INVENTORY
STAFF
ON FLOOR
DROP LOOK USE GET
SONG PAUS STAT MAP

The STAT screen shows your level of health, and the strength of your weapons and shield.



You'll see items lying on the floor as you walk through the maze. Stand over the item and switch to the Inventory Screen.

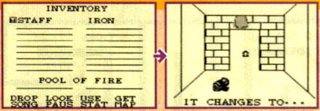
The item should be located in the "On Floor" section of the screen. Press the A Button to pick it up.



INVENTORY
STAFF
ON FLOOR
LIZARD
DROP LOOK USE GET
SONG PAUS STAT MAP

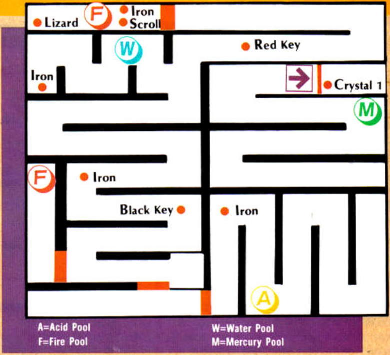
LEVEL ONE: IRON

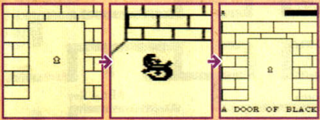
The Iron Level gives you a chance to hone your alchemy skills. Use the chart on page 55 to plan what you create. If you make the wrong item, you can usually melt it down to its base metal and start again.


INVENTORY
STAFF IRON
POOL OF FIRE
DROP LOOK USE GET
SONG PAUS STAT MAP

IT CHANGES TO...

Experiment with the different pools to see what things you can make. The only item you really need in order to finish the first level is the Glass Key, which is made by dropping Iron in Fire.

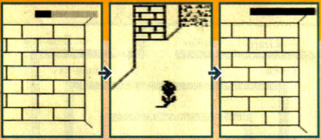

Lizard
F
Iron
Scroll
W
Red Key
Iron
Crystal 1
M
F
Iron
Black Key
Iron
A
A=Acid Pool
F=Fire Pool
W=Water Pool
M=Mercury Pool


A DOOR OF BLACK

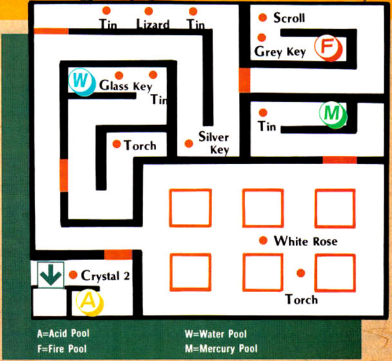
Doors can only be opened by a key that matches their type. You can tell what type key you need to open a door by using the Lizard Statue which you will find at the start of Level One.

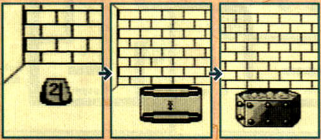
LEVEL TWO: TIN

Each new level introduces a new metal with an entirely new set of transformation possibilities. You can still use metals from an earlier level in a later one, so save your Iron.



Some metals produce healing herbs when bathed in the different pools. Use these to restore your health. Although Honey might taste good in food, in Mysterium it will teleport you randomly.

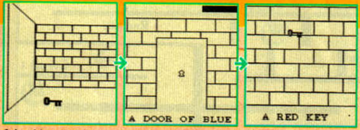

Tin
Lizard
Tin
Scroll
Grey Key
F
W
Glass Key
Tin
M
Tin
Torch
Silver Key
White Rose
Crystal 2
A
Torch
A=Acid Pool
F=Fire Pool
W=Water Pool
M=Mercury Pool



The shiny Arrows are a medium strength weapon that can be created with two transformations. First create a Blue Key with Tin and Mercury, then drop the Blue Key in Acid.

LEVEL THREE: COPPER

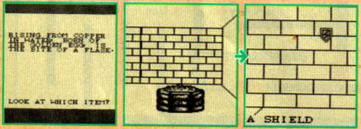
If you didn't make the Shiny Arrows in Level Two, don't worry. The wand you can get at the beginning of Level Three is just as powerful. You'll also need it to defeat the many monsters on this level.



A DOOR OF BLUE

A RED KEY

Colored keys are the key to getting through this level. First, find the Blue Key, then use Copper in Acid to make the Red Key. Get ready to fight some monsters beyond the Door of Red.

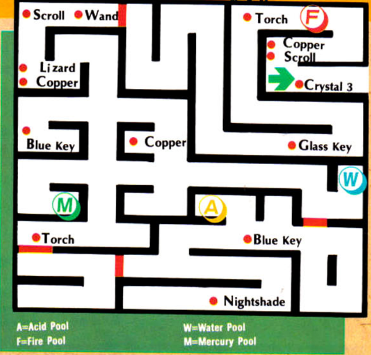


RISING FROM COPPER IN WATER, BORN OF THE GOLDEN EGG, IS THE SITE OF A FLASK.

LOOK AT WHICH ITEM?

A SHIELD

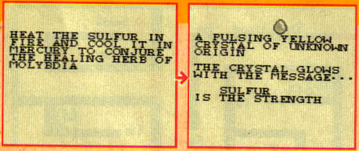
Ignore the fourth Scroll's recipe on how to make the Egg Flask. It contains only poison. However, if you haven't already made a Shield, it's easy to make one with Copper and Fire.


Scroll
Wand
Torch
F
Copper
Scroll
Lizard
Copper
Crystal 3
Blue Key
Copper
Glass Key
W
M
A
Torch
Blue Key
Nightshade

A=Acid Pool
F=Fire Pool
W=Water Pool
M=Mercury Pool

LEVEL FOUR: SULFUR

The monsters come on hot and heavy in this level, and in some places two creatures will attack at once. Remember to turn the Aim feature off quickly so you can turn and face a foe that attacks from behind.



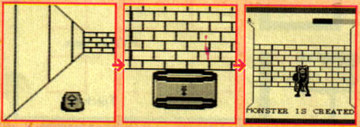
HEAT THE SULFUR IN FIRE AND COOL IT IN MERCURY TO CONJURE THE HEALING HERB OF MOLYEDIA

A PULSING YELLOW CRYSTAL OF UNKNOWN ORIGIN

THE CRYSTAL GLOWS WITH THE MESSAGE...

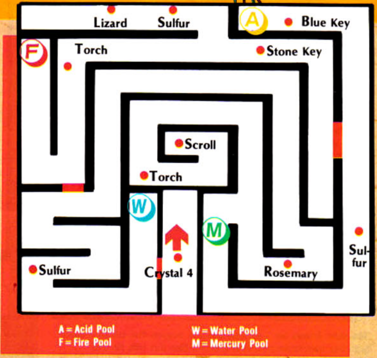
SULFUR IS THE STRENGTH

You can carry only 18 items at a time. After writing down clues of the Scrolls and Crystals, drop them to make room. Like a trail of bread crumbs, discarded Scrolls and Crystals will mark where you've been.



MONSTER IS CREATED

Not every item you create in Mysterium will be useful. You will undoubtedly create more than a few monsters through your experiments. Other items, such as Vinegar, are poison and will take away health if you use them.


Lizard
Sulfur
A
Blue Key
F
Torch
Stone Key
Scroll
Torch
W
M
Sulfur
Crystal 4
Rosemary
Sulfur

A = Acid Pool
F = Fire Pool
W = Water Pool
M = Mercury Pool

Take Notes On Your Experiments

Below you will find the alchemical results table for the first three Levels. As you explore the next seven Levels, keep detailed notes, as bad mixtures will compound your problems. As you try more things, you may notice trends in the transformations. For example, a key dropped in water will almost always result in another key.

IRON

The dark metal of warriors can be made into a variety of useful things. Although known as a dark metal, Iron can be made into a Torch, or Chelidon, which Extends the life of a Torch.

Water	Chelidon	Water	Red Rose
		Fire	Shield
		Mercury	Monster
		Acid	Glass Key
Fire	Glass Key	Water	Stone Key
		Fire	Monster
		Mercury	Alchemical Flask
		Acid	Mirror
Mercury	Ray Sword	Water	Torch
		Fire	Stone Key
		Mercury	Staff
		Acid	Monster
Acid	Monster		

TIN

Even though Tin is cold and brittle, it can be made into several weapons, including the valuable medium strength Shiny Arrows.

Water	Honey	Water	White Lily
		Fire	Pendant
		Mercury	Monster
		Acid	Blue Key
Fire	Small Arrows	Water	Balsam
		Fire	White Key
		Mercury	Staff
		Acid	Monster
Mercury	Blue Key	Water	White Key
		Fire	Monster
		Mercury	White Lily
		Acid	Shiny Arrows
Acid	Monster		

COPPER

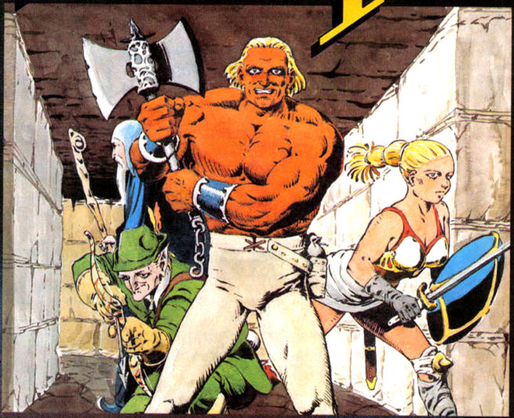
Copper is a tricky element to manipulate, especially since the pools in Level Three aren't conveniently located. Oil and the Egg Flask are poison, Nightshade is a healing herb.

Water	Red Egg	Water	Egg Flask
		Fire	Ray Sword
		Mercury	Monster
		Acid	Gold Key
Fire	Shield	Water	Oil
		Fire	Red Key
		Mercury	Staff
		Acid	Monster
Mercury	Monster		
Acid	Red Key	Water	Gold Key
		Fire	Monster
		Mercury	Nightshade
		Acid	Wand

Running The Gauntlet In

GAUNTLET II™

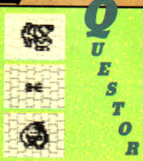
Adventurers beware! The coming of Gauntlet II for Game Boy guarantees that you will find no peace of mind until you visit all 100 levels. Mindscape's newest version of the arcade classic remains true to its origins with impressive sound and speech effects and a nearly impossible to memorize random mix of mazes. The four characters will be familiar to fans of Gauntlet II for the NES. Even the graphics have changed very little. And best of all, it's a Game Link game, so you can take along a partner to share in your adventure.



Who Shall You Choose?

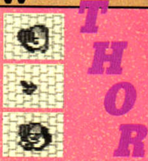
Strength, wisdom or speed? These are the qualities from which you choose a likely champion.

ELF



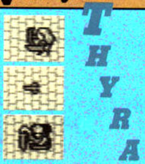
Questor the Elf is light of foot and as quick as a squirrel. With his bow and arrow his strength is limited, but his magic skills are fairly advanced.

Warrior



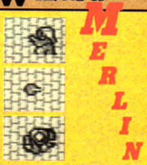
Thor has the strength of many men, but his great size means he is slow on the hoof and it can be difficult to maneuver him in narrow passages.

Valkyrie



Thyra is the most balanced character. She is fairly good at fighting and her magic powers are about average. She has fair speed, as well.

Wizard



Merlin's strong suit, you guessed it, is in the use of Magic Potions. His fighting strength and speed are surprisingly good, but his stamina is low.

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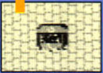
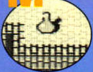
Treasure, Traps and Terror In The Dungeons

Treasure



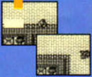
Take the Treasure Boxes you find while running through the dungeon. Treasure raises your score.

Magic



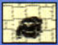
Magic Potions freeze or destroy enemies, depending on the magic strength of the user.

Traps



Traps open doors or walls when stepped on. Sometimes enemies will be released to attack you.

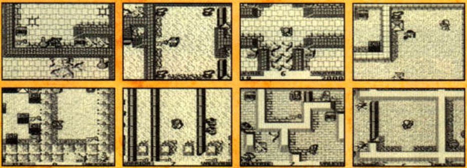
And A Creature Called Death



Stay away from this grim character. He grabs you and drains much of your Life Points before vanishing.

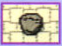
MAZES

Each dungeon floor is a maze of walls, doors, traps and enemies. You'll have to wind your way through and find the Exit.

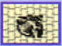


Dungeon Dangers

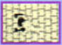
Dead and Undead enemies attack at every chance.



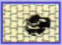
Acid Puddle



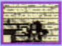
Dragon



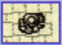
Ghost



Grunt



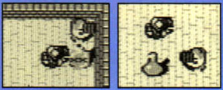
Lobber



Sorcerer

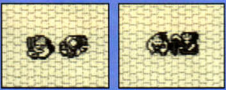
Strategies For Two

Share The Wealth



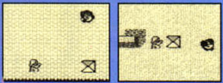
Take items according to need or the ability to use them. A player with low Life Points should take Food or Cider. Wizards should collect the Potions.

Matchmaking



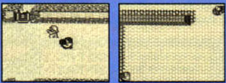
Characters should compliment each other's abilities. For instance, the Wizard and his magic work well with the Warrior. Or try the Elf and Valkyrie.

Crossfire



When tough enemies show up, catch them in a crossfire. One character fires vertically and the other horizontally for best coverage and an easy victory.

Tandem Travel



Keeping your characters close to each other is important for scrolling the screen. If each is in an opposite corner, you can't scroll.

Synth Voice

The synthesized voice tells you what type of amulet you pick up. It's useful due to the often tiny graphics.

MAPS:

Now it is time to begin your run through the Gauntlet where so many worthy adventurers have met their grisly demise. The first five levels stay the same each time you play, except for the locations of exits. Not so with the upper levels. Everything seems to change from one play to the next. The trick is to learn how to survive in any dungeon.

Level 1

Keys

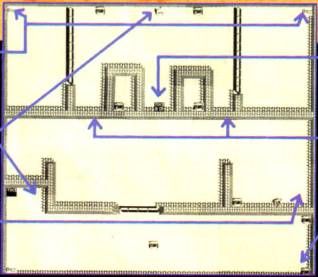
In the levels you'll find Keys to open doors. You can carry up to six Keys. If you wait long enough, locked doors will open by themselves.

Food

Take the Food or Cider to boost your Life Points by 100. Life Points are lost continuously.

Exit to Level 2

Depending on which character you use, the exit may be on the left or right side of the first chamber. Pick up items before exiting.



Exit to Level 6

Take this shortcut to zip straight to the random mazes that make up most of the game. In the upper levels you'll find more Potions and Items.

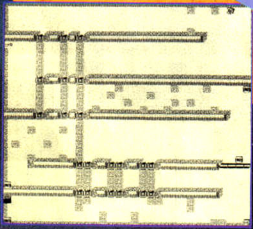
Traps

The Traps open up walls to the next chamber. You'll still have to find Keys to get to Exit 6.

Keys

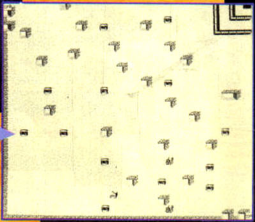
Three Keys can be found on Level 1. The first is in the chamber where you begin the game. The other two Keys are in the third chamber.

Level 2



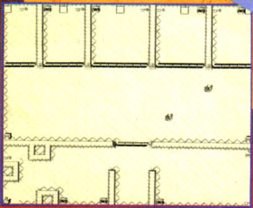
On Level 2 watch out for the flashing Stun Panels. Step on one and you'll lose about 30 Life Points. Lobbers attack from a distance, so be prepared. Cut short your journey by opening the door shown here on the right side of the fourth corridor. Several servings of Food are also available.

Level 3



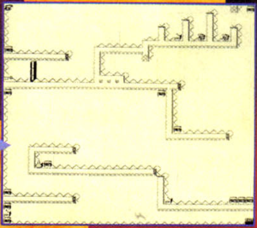
The It Monster attacks immediately in Level 3. When playing alone it doesn't matter, because the enemies will come after you anyway. But when playing with a partner, make sure the faster character is touched by It to draw foes away.

Level 4



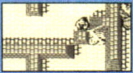
Two new dangers await you in Level 4. The first is the presence of Death. Be extra careful when picking up the Keys. One Key has a Trap nearby which, if activated, will release Death. The second trick is finding the moving exit. The exit switches from one chamber to another, so move fast.

Level 5



At the beginning of Level 5 you should take the Food and Cider, although make sure you don't take the Poisoned Cider.
Also, trash the old bones so ghosts stop appearing. Near the exit passage you'll meet several Deaths. Nearby, find and use the Potion to sneak past the Deaths.

Get The Angle



Here's a bit of monster-hunting advice: monsters on the opposite side of diagonal rows of blocks can be defeated. Step into the corner between blocks and fire at an angle. You won't get a scratch.

Who's It

When was the last time you played It . . . with monsters? In Gauntlet II, you'll get lots of practice. The It Monster tries to touch your hero. If It succeeds, all the other monsters home in on you, because you've become "It." A shot can slow It down, but you can't kill It.

Don't Play With Your Food

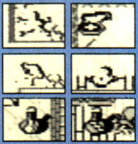
Food is worth a 100 point boost, so eat it, don't shoot it.

Survive The Gauntlet

Each time you journey into the lower mazes you'll encounter new challenges, for the rooms appear randomly. The most important strategy for survival is to keep moving. Don't stand around admiring the view. Maintaining your Life Points is also vital. Take Food and Cider whenever you find them and avoid Deaths and It Monsters. Always keep some Potions on hand. When foes surround you, the Potion is your ticket out of there. Keep your eyes peeled, too. Look for Traps and Crumbling Walls everywhere. If you do all this, you may just survive the Gauntlet.

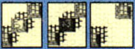
Magic Items

Magical necklaces left by your unlucky predecessors can give you special shots or different types of protection. Don't pass them by.



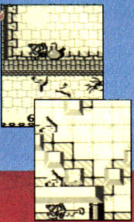
Crumbling Walls

Parts of the Gauntlet are falling into ruins. The rotten stones can be destroyed by four shots, but always make sure you want to shoot the stones. There might be unsavory characters lurking behind them who would better remain where they are.



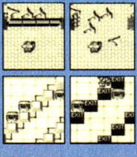
Don't Stuff Yourself

Six items is the limit. At times you'll need to collect a Potion, but if you are full up with Keys, you'll be out of luck.



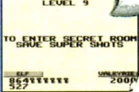
Patience

Patience is a virtue in Gauntlet as in life. If you run out of Keys or can't find a Trap to open a wall, just wait. In time doors and walls will open.



Hidden Rooms

Not all of the Gauntlet is as open as the early stages. On levels with Hidden Rooms, you'll receive a message before you enter the maze giving you a hint.



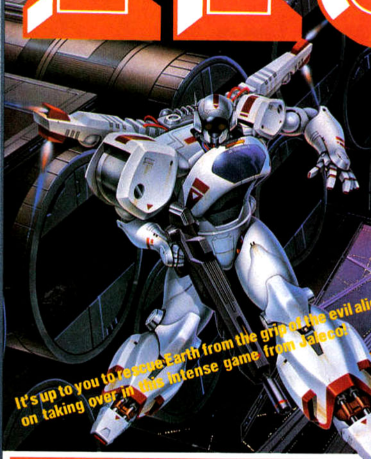
LEVEL 9

TO ENTER SECRET ROOM
SAVE SUPER SHOTS

ELF VALKYRIE
864 2000
527

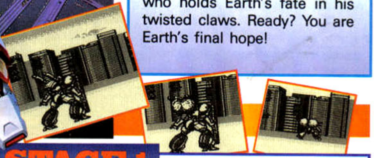
TM&© JALECO 1991

BATTLE UNIT ZEOTH™



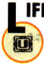
It's up to you to rescue Earth from the grip of the evil alien force intent on taking over in this intense game from Jaleco!

Oh no! An evil alien force has invaded Earth in the first phase of its sinister plan of planetary conquest. Earth's leaders have come up with a single plan—to send in their latest scientific triumph: Battle Unit Zeoth. This unbelievably versatile, flying super robot is the only glimmer of hope in thwarting the aliens' heinous plans. You must guide him toward the alien city, successfully penetrate its defenses and find the evil Alien leader who holds Earth's fate in his twisted claws. Ready? You are Earth's final hope!



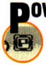
POWER-UPS

LIFE-UP



Adds one section back to your life meter.

POWER-UP

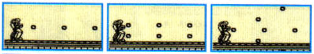


Makes your current weapon stronger.

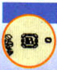
WEAPONS

REGULAR SHOT

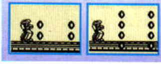
This is the gun you start with. Weak at first, it can power it up to a strong and wide shot pattern.



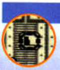
BUBBLE



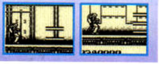
Bubble powers up to a mighty "shield" of shots.



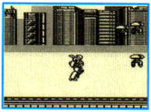
LASER



Laser provides powerful beams of destruction.

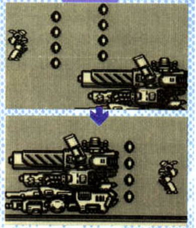


STAGE 1



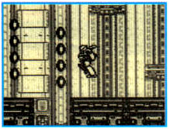
This is your first view of the alien forces as you start toward the alien fortress. Fly to the right and be sure to grab the many power-ups. The enemies here are somewhat slower and more predictable, but be careful!

STRATEGY: LASER TANK!



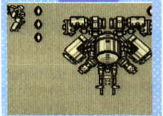
Try hovering just above his fearful laser beam as he fills the skies with conventional gunfire. Then, as he moves forward, swoop in behind him and blast away at his helpless back!

STAGE 2



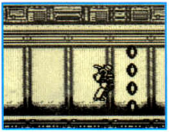
Descend in this stage into the outskirts of the enemy base. Keep your guns firing in front of you and hit the enemies before they hit you!

STRATEGY: ALIEN GUNSHIP!



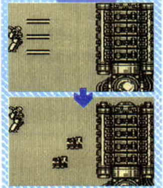
A good technique for this fearsome guardian is to hover high to his side, firing swiftly. When he fires "bubbles" at you, fly down and then dart under him to the other side to repeat the performance. Watch him closely, and be ready to scramble!

STAGE 3



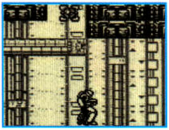
Soar to the right again as you come closer to your goal. Enemies here dart faster and more erratically than in Stage 1. Even the mines fly around! Watch out—your alien foes attack from every direction!

STRATEGY: LASER TOWER!



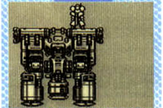
Shoot quickly at this formidable foe, but avoid his devastating beams—Hover in the middle at first, and jet up when he fires at you. Destroy all the falling debris to vanquish him!

STAGE 4



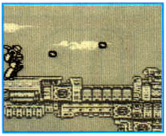
Jet cautiously upward as you near the heart of the city. Learn where the aliens wait, then take them out one by one!

STRATEGY: HOVERSHIP!



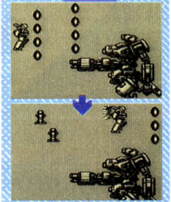
This guardian is rather tricky—hang back and study his shot pattern, then move in shooting to hover in the space between his shots. Alternate hovering above and below him as he moves back and forth. Hide in the safe spots, and good luck!

STAGE 5



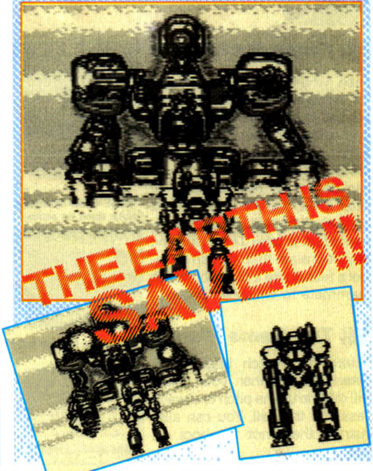
Jet past parts of the alien flagship in the skies above the alien city as you approach your final encounter. The aliens attack fast, and from all sides!

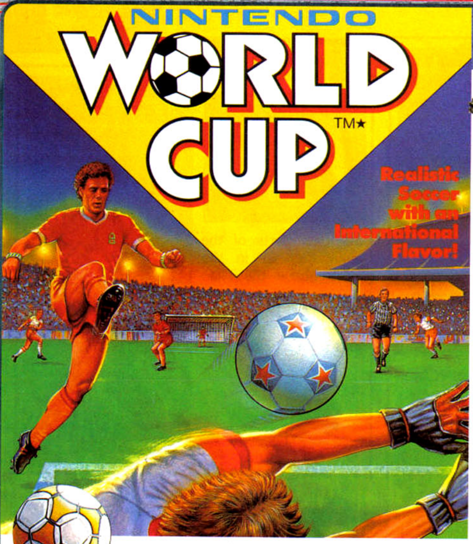
STRATEGY: ALIEN LEADER!



At last—the evil Alien Leader! He is an enormous robot, well armed with an array of different weaponry to make your task difficult. There is a safe spot above his head when he fires at you. So, fire madly at him until he prepares to shoot. Be careful! When a Missile, Ring Beam, or Wide Beam appears, quickly zip up to that safe spot and hide until it goes away. You can do it!

VICTORY!!




NINTENDO
WORLD CUP
TM★
Realistic Soccer with an International Flavor!

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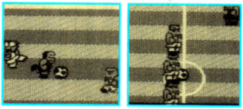
The Best Kicks In Town

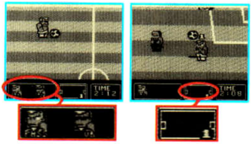
Whether you call it football or soccer, it's still the world's most popular sport, and every four years the top teams compete for the prestigious World Cup. Now with Nintendo's World Cup for Game Boy you won't have to wait until 1994. You won't even have to wait until you get home! All the excitement and action is right here. Choose your favorite national team, pick players, challenge a friend with Game Link then pass, dribble and shoot your way into sports history!



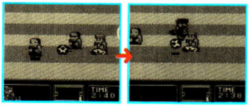
Control Your Teammates

Fancy Footwork

Even when your player (Player #1) doesn't have the ball you can control the passes, kicks, slides and shots of your teammates. When one of your teammates is close to the ball on defense, you can command him to tackle or slide in for a steal. Once he has control of the ball, you can command him to pass it or shoot. The limitations are that you can't control a teammate's direction or the teammate to which he passes.



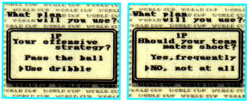
The left window indicates pass or shoot, the center shows the position of your player.



Tackle, then steal the ball with one of your computer players.

The Game Plan

Before the match begins you determine whether your team will dribble up the pitch or always pass you the ball. You can also instruct them not to shoot on goal.



What plan will you use?

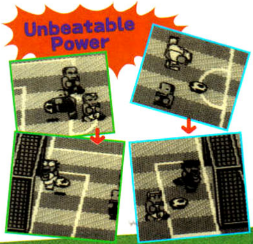
1P
Your offensive strategy?
Pass the ball
▶Use dribble

What plan will you use?

1P
Should your team mates shoot?
Yes, frequently
▶NO, not at all

Super Shots

When a teammate passes you the ball in the air, hit the A and B Buttons simultaneously for a Super Shot. The Super Shot will blow by the goalie with the speed of a bullet. Push A, B and the Controller Pad for a Super Header. You have only five Super Shots per half, but you can still Power Kick.



Playing For Pride And Glory

As a representative of your favorite national team you'll be a hero, but on the field not all teams are created equal. Germany has the all-around strongest team, Cameroon the weakest.

U.S.A.

The U.S. team will need a lot of help to reach the Finals. First off they're slow, and second, their defense is nothing to write home about. The Super Shots are straight.

FRANCE

The French team has been filling up on baguettes during training. The result is that they are as slow as dough. But their Super Shots are fast and straight.

SPAIN

Sunny Spain has fielded an exceptionally speedy team with a weird wobbly Super Shot. They don't have quite the stamina of some of the other teams, so pass the ball often.

CAMEROON

Cameroon provides one of the greatest challenges because it is remarkably slow and has a defense an elephant could penetrate. But the Stop-and-Go Super Shot is wild.

BRAZIL

The Brazilians have decent speed and fair stamina. You'll flip over their Super Shots, which will hit the net when you shoot from the right position.

U.S.S.R.

The Soviets are tough. They have to be, because they're so slow that people are always running over them. But their defense is pretty good. Try wearing out opponents by tackling them.

GERMANY

The Germans are awesome. Strong Super Shots, great speed, superb defense and stamina all add up to make them the best squad in the game. You'll roll over most opponents.

HOLLAND

Great quickness is Holland's strength, and that means lots of team help and a strong defense. The dribbling Super Shot is awesome. You can go all the way with this team.

MEXICO

Mexico has a fairly slow team with average defensive abilities. Their Super Shots are good, but not spectacular. Look for a tough match in the higher levels.

ARGENTINA

The Argentines are as fast as stallions, and they have an excellent Power Kick. The Super Shot flies in a wave pattern over the goalie's head, but it's not a gimme.

JAPAN

The Japanese Super Shot is a flat, hard strike into the net, but setting it up can be difficult because this is a slow team. On defense, fall back and help your goalie.

ENGLAND

The Brits are on the slow side, but they keep a stiff upper lip on defense and have good stamina. Like most slow teams, you should work for angle shots and Super Shots.

ITALY

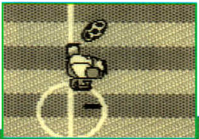
The Italians are a class act, fast as Ferraris and loaded with talent. Their dribble Super Shot is a sight to see . . . if you don't blink. They're one of the best teams.

World Cup Strategies

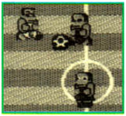
No matter how powerful your team is, you should keep these following strategies in mind if you want to challenge for the World Cup title.

Set Up Super Shots

Using Super Shots is the best way to insure scoring, but these powerful punts aren't guaranteed. The Super Shots for some teams, such as Argentina, behave very strangely, and you must set up the shot from certain locations for a chance of success. Shooting from the middle of the field is your safest bet.



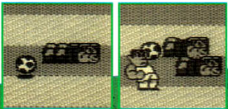
Midfield Steals



After scoring a goal, your opponent will put the ball in play from midfield by passing from one player to another. This is a great opportunity to steal the ball or tackle the player with the ball and steal it. If you are using a fast team like Italy or Holland, it will be as easy as stealing candy from a baby.

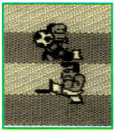
Tackling

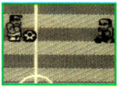
Players can take only so much punishment from being tackled. When they've had all they can take they lay down on the turf and cry. That means one less opponent to worry about. Use tackling as a strategy to give you the advantage against weak teams.

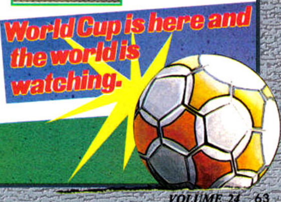


Pass It Around

Maybe the best overall strategy is to pass the ball frequently. It's even more important if you're using a slow team against a fast team. Push the A Button while the ball is still on the way and the player receiving the pass will kick it or head it immediately.

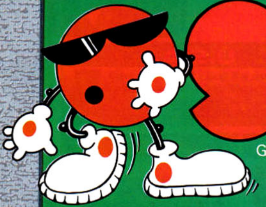





World Cup is here and the world is watching.

TM&©1990 Arcadia System, Inc.

SPOT™



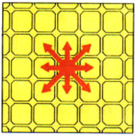
Good news for the 7-Up Spots—Now Arcadia's refreshing strategy game is out on Game Boy. This version features two player, non-Game Link action and playing boards you can edit.

THE MOVES

Cover the board with Spots of your own shade.

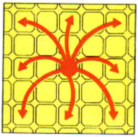
CLONE

Point from one of your Spots to any empty adjacent square and the Spot will split, filling the adjacent square! Lady MacBeth would hate this move.



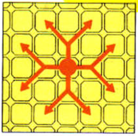
SKIP

The Skip allows your Spot to leap over empty or filled squares to reach an empty square. Remember that the square you jump from will be left open.



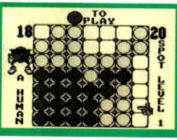
SIDE SKIP

You can really get the jump on your opponent using the Side-Skip. Your Spot leaps straight one square then at an angle into the next square beyond.



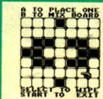
Spot Paradise

For Spots, paradise is being surrounded by other Spots of the same shade. That's also how you win the game—once the board is filled, whoever has the most Spots wins. It works like this. If your Spot moves to a square which is adjacent to enemy Spots, all those Spots are "captured" and will change color, becoming your Spots.



Board Editor

Before you start the game, you can make things more interesting by placing obstacles on the playing field. Preset, obstacle-filled screens can be selected, or you can make custom changes to your own taste.



SPOTEGY

There's more strategy to Spot than just hopping about.

Do

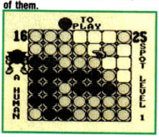
Think about how many Spots you can capture and how many of your Spots will become vulnerable.

Don't

The most basic Spotegy is to avoid traps. Don't let yourself become surrounded without anywhere to jump.

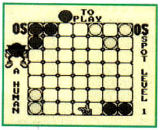
Safety In Numbers

In the beginning you have two Spots. Spend several turns cloning them. The more Spots you have, the more difficult it will be for the opponent to capture all of them.



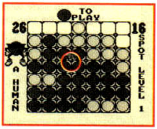
Spreading Out

Once you have several Spots cloned, start skipping to new frontiers. If you're spread out, you'll have more chances to capture your opponent's Spots.



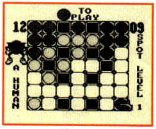
Middle Management

If you can help it, don't jump out of a square that is surrounded by your own Spots! If an enemy Spot lands in the middle, you'll lose eight Spots.



Cornered

Don't put all your Spots in one basket. Start with one in each corner. Here, Grey still has a chance even though his Spot in the upper right hand corner was lost.

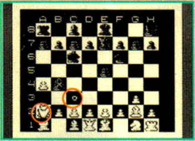


THE CHESSMASTER™

Now you can play the world's most fascinating game anywhere in the world! What's more, even if you're not a chess master, you can master chess with the Game Boy version of Chessmaster from Hi-Tech Expressions. The pieces are clear and sharp and the number of options is remarkable. Replay moves, get hints, set multiple levels of difficulty, use a teaching mode to learn strategy and much more. Good things really do come in small Pakages.

Teacher's Pet

If you're just learning the intricacies of chess, Chessmaster provides a teacher. Whenever you place the hand symbol on a piece, Chessmaster shows you every move you can make and pieces you can take.



Saving Games

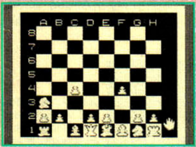
A Password allows you to return to a game in progress or replay a classic match from the point when things heated up. The Password is a monster, though, so copy it with care.

Don't Touch

With the official tournament Touching Rule activated, once you touch a piece you won't be able to change your mind and move another piece. Plan your move ahead of time.

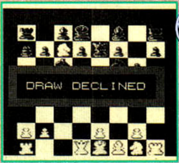
Playing Blind

Try playing with the Hidden Pieces option and hide White or Black, or both. The trick is to remember the location of each piece. Challenge a friend to a "Blind" match, but the two player option is not Game Link.



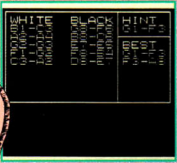
It's A Draw

If you've had enough, Chessmaster gives you the option to request a Draw. The only problem is that if the computer is winning, it won't accept. Talk about a poor sport!



The War Room

Switch to the War Room when you want to keep up-to-date on the progress of your match. You'll see the last several series of moves, pieces taken and hints for your next move.



```
WHITE   BLACK   HINT
B1-C3   G8-F6   G1-F3
A2-A4   B8-C6
G2-G3   E7-E5   BEST
F1-G2   F8-B4   G1-F3
C3-A2   D8-E7   [illegible]
```

Game Boy Classified

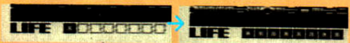
Now that we have been reporting on games for the Compact Video Game System for a year and a half, we thought that it would be appropriate to bring back some of our favorite tips. We call them Game Boy Classified Classics.

TEENAGE MUTANT NINJA TURTLES
FALL OF THE FOOT CLAN

From Agent #920

Power-Up

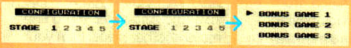
In case you missed this one the first time around, you can Power-Up one of your Turtles once per game. Just pause the game and press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button and Power-Up!



Pause the game. Then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Your Turtle will be back to full energy.

Bonus Game Select

Another Turtles trick allows you to practice the Bonus Games. When the Configuration Screen appears, press the A, B and Select Buttons all at once. A question mark will appear in addition to the five stage choices. Select the question mark and you will have the option to play any of the Bonus Games.

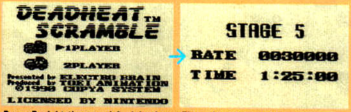

CONFIGURATION
STAGE 1 2 3 4 5
CONFIGURATION
STAGE 1 2 3 4 5
▶ BONUS GAME 1
BONUS GAME 2
BONUS GAME 3

DEAD HEAT SCRAMBLE

From Agent #312

Stage Select

Skip ahead to an advanced stage instantly in this wild racer. When the Title Screen appears, press the B Button eight times, the A Button eight times and the B Button again as many stages as you would like to skip. If, for example, you want to race on Stage Five, you'll press the B Button four times. Then start the game and take off!


DEADHEAT™
SCRAMBLE
▶1PLAYER
2PLAYER
Presented by ELECTRO BRAIN
Produced by TOEI ANIMATION
©1990 COPYA SYSTEM
LICENSED BY NINTENDO
STAGE 5
RATE 0030000
TIME 1:25:00

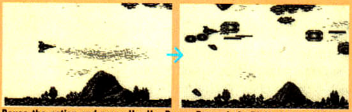
Press B eight times and A eight times. Then skip a level with every additional tap of the B Button.

NEMESIS

From Agent #067

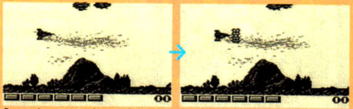
Two Way Power-Up

The same code that Powers-Up the Turtles does wonders for the Nemesis Spaceship. Pause the action and press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button. Your ship will be packed with all of the extras.



Pause the action and press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Options, Shields and Weapons will be yours.

If you want a more limited improvement to your ship, try a different code. Pause the game and press the B Button five times and the A Button five times. This one will give you maximum speed and full shields.



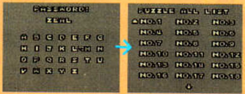
Pause the game and press B five times and A five times. This will reward you with full Speed and Shields.

DAEDALIAN OPUS

From Agent #339

Stage Select

You can choose any of the challenging puzzles of this game from the very beginning. Just use "ZEAL" as your Password and a list of puzzles will appear.


PASSWORD
ZEAL
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z
PUZZLE ALL LIST
NO.1 NO.2 NO.3
NO.4 NO.5 NO.6
NO.7 NO.8 NO.9
NO.10 NO.11 NO.12
NO.13 NO.14 NO.15
NO.16 NO.17 NO.18

Use "ZEAL" as your Password and you will be able to choose from a list of puzzles to solve.

NOW PLAYING

TITLE	COMPANY	PLAY	POWER METER G	POWER METER P	POWER METER C	POWER METER T	GAME TYPE
Battle Unit Zeoth	Jaleco	1P	3.4	3.8	3.1	2.8	Sci-Fi Action
The Chessmaster	Hi-Tech	GL	3.5	3.7	3.3	3.5	Chess
Fish Dude	Sofel	1P PASS	2.6	3.2	2.6	3.2	Underwater Action
Gauntlet II	Mindscape	GL	3.1	3.6	2.5	3.0	Dungeon Action
Go Go Tank	Electro Brain	GL	2.9	2.3	2.7	3.0	Tank/Plane Battle
Hatris	BPS	1P	2.7	3.5	2.5	2.8	Puzzle Action
Maru's Mission	Jaleco	1P	3.4	3.2	3.0	3.2	Ninja Action
Mysterium	Asmik	1P	2.6	2.3	3.3	3.3	Dungeon Adventure
Nintendo World Cup	Nintendo	GL	2.9	2.9	2.9	3.1	Soccer
Nobunaga's Ambition	Koei	GL	2.3	2.5	3.5	3.5	Role Playing
Puzznic	Taito	GL PASS	3.1	3.4	3.3	3.6	Puzzle Action
Skate or Die: Tour De Thrash	Electronic Arts	GL	3.2	3.4	3.0	3.3	Skating
Spot	Arcadia	1P	3.2	3.2	3.3	3.3	Puzzle Action
Tail 'Gator	Natsume	1P PASS	3.4	4.0	2.9	3.2	Alligator Action

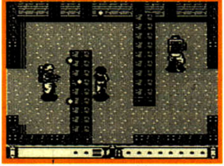
Game Boy Chart Key:
1P = One Player **GL** = Game Link-Two Players
G = Graphics and Sound **C** = Challenge
P = Play Control **T** = Theme and Fun

Games are evaluated with ratings from 1 (poor) to 5 (excellent).

COMING SOON

Game Boy games in the works include current NES and arcade hits as well as completely new titles. Upcoming games include Klax and Marble Madness from Mindscape, Blades of Steel from Konami and The Hunt For Red October from Hi-Tech. Red October has a unique Game Linking feature where one player controls the famed submarine and the other player controls the enemy fleet. Another game that will be fun to Game Link with is Fortified Zone from Jaleco. It's a combat adventure which takes place in several maze-like compounds. Game Linking players can split up and explore different parts of the compounds at the same time.

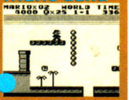
FORTIFIED ZONE



We'll keep you up with more new Game Boy titles as details develop.

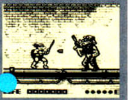
GAME BOY TOP 10

1. Super Mario Land



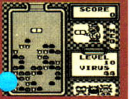
There's just no stopping Mario's reign of the top slot on the Game Boy Top 10.

2. TMNT: Fall Of The Foot Clan



The furious foursome continues to knock on the door to Number One. Will they ever reach the top again? Only time will tell.

3. Dr. Mario



The Doctor reaches the Top Three at last! If this keeps up, we may have Mario competing with himself for number one.

4. Final Fantasy Legend
5. Tetris
6. Gargoyle's Quest
7. Castlevania
8. Batman
9. Play Action Football
10. Radar Mission

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

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Adventures of LOLO III™

The wicked King of Eggerland is back, and this time he has turned the citizens into stone. Absent when the king cast his spell, Lolo and Lala have escaped and are the villagers only hope. They must search the labyrinth of rooms to find the king and force him to remove his spell.

GAME PAK · DATA BOX

LOLO III

Hal America Inc.

MEMORY	1M×1M	
	MMC1	--

POWER METER

Graphics & Sound	3.6
Play Control	4.1
Challenge & Excitement	4.3
Theme & Fun	4.1

Hal America's third adventure featuring Lolo and Lala is the biggest and best yet, with 17 levels and 100 mind-boggling rooms. It has completely-new underwater stages, and now you can be either Lolo or Lala.

Level 1

Your adventure is just beginning as you enter a volcanic peak.

Level 2

Blow the first peak sky high, then enter the second.

Level 4

It's spelunker time! Begin exploring the first cave level here.

Level 5

Continue your underground hunt for treasure chests.

Level 6

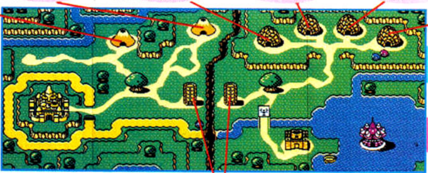
The next cave, Level 6, is even more challenging.

Level 7

The strategies you learn here will come in handy later.

ROCK 'N ROLL CASTLE?

This castle usually rocks, but now its people aren't rolling. Can Lolo and Lala bring the music back to town?



FIND THE WISDOM OF THE AGES

Wise old Grandpa awaits in the two big trees, ready to teach Lolo and Lala techniques that will help them solve the trickiest puzzles.

Level 3

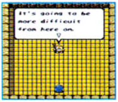
Begin in the tower, then ride a rainbow to the twin tower over the great chasm. Complete the rooms there to topple both towers.

ROW, ROW, ROW YOUR BOAT

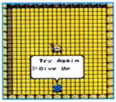
The lake may look placid, but below the surface it's anything but calm. You must row to the distant castle. Are you ready to take the plunge?

WITH GRANDPA'S HELP, ANYONE CAN PLAY LOLO'S LATEST ADVENTURE

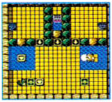
In Lolo III, you can save yourself some frustration by learning some winning techniques from Grandpa, who lives in the two big trees you'll find on the overworld map. Visit him!


It's going to be
more difficult
from here on.

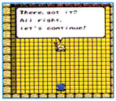
Grandpa is old and wise. Enter the tree and talk to him. He'll teach you valuable skills.



First, try to solve the puzzle on your own. Grandpa admires persistence!



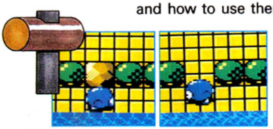
Try again or give up? If you throw in the towel, Grandpa will show you the solution.


There, got it?
All right,
let's continue!

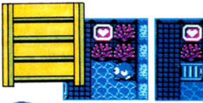
It looks so easy when he solves it! Now, it's your turn to try.

SOME OLD, SOME NEW: ITEMS & CHARACTERS

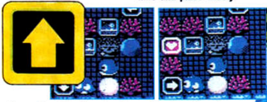
The Heart Framers (HFs) hide items. Learn when and how to use them—there's no room for error!



The Hammer can be used only once. Select the time and place wisely.

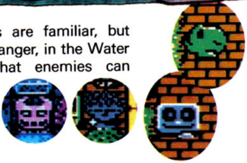


Build bridges over Lava Beds and narrow bodies of water.

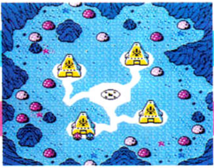


Use a One-Way Pass to change the direction of an arrow in the room.

Lolo's new adventure is more expansive and challenging than ever. Some characters are familiar, but you'll meet Moby, a stranger, in the Water Rooms. Remember that enemies can become friends—and friends, enemies. You'll learn who to trust in this game soon enough.

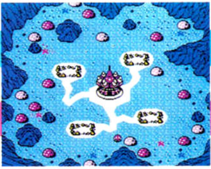


UNDERSEA PYRAMIDS



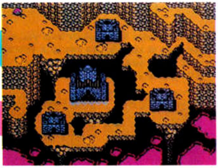
All-new underwater scenes take Lolo and Lala to a new level of play. They'll have a whale of a time with the new opponents they find there! Take a deep breath and enter one of the four pyramids on the ocean floor to begin Level 9 and the first of the Water Rooms.

ENTER THE HOVERING CASTLE



Head for center stage and enter the Lake Castle as it descends. In this, unlucky Level 13, your wits will be put to the test. Have you learned your lessons well?

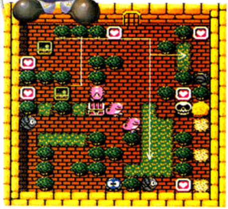
THE FINAL CASTLE



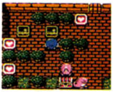
In the stygian depths lies the forbidding fortress of your most formidable foe. Steel yourself—this final castle demands daunting endurance and a steady hand.

LEVELS 1 to 7

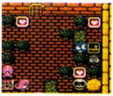
Levels 1 and 2 acquaint you with basic moves and characters. If you have problems solving any of these rooms, consult with Grandpa. Our detailed coverage begins with Level 3, where the more complex puzzles begin.



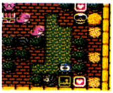
To clear Level 3-5, study the routes the Almas follow and leave the HF nearest the Jewel Box for last.



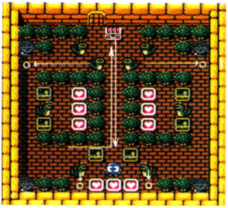
Push the lower Emerald Framer (EF) to the right then up from below until you meet a tree. Now push it right again.



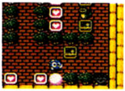
Push the EF down and right to trap the Alma. Collect the HFs from above, then go back for the other EF.



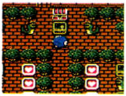
Trap the next Alma with the other EF and get the HF above the skull. It's an easy jog home from the last HF.



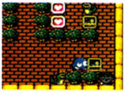
Level 3-7 might look impossible, but it's not. Start by grabbing the center HF below you. It holds two Magic Shots.



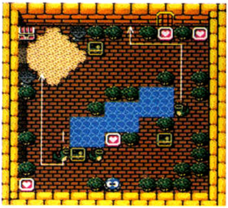
Move the two EFs aside, then use your two Magic Shots on the Snakeys to move them down to block the Medusas.



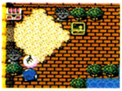
At the top of the screen, scoot Snakeys over to block the upper Medusas, then push an EF up the center from below.



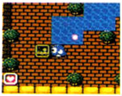
Stand on the Jewel Box and push the EF down and to the side, blocking the Medusa from above. Repeat with the other EF.



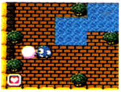
Level 4, Room 4 features both a lake and a desert. Pick up the HF above you to get Magic Shots, then block the Medusas.



Shoot the left Snakey from above, then push it down, left, and up to block the Medusa from the side.



After collecting the HFs from the upper right, shoot Snakey, push him into the water, and move the EF out and up.

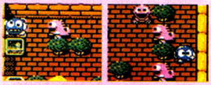


When Snakey reappears, zap him again and push him over to block you from above as you pick up the final HF.

Q & A: WINNING STRATEGIES

In Level 3-2, I get fried by Gol's fireballs when I grab the last HF from the corner. How can I get to the Jewel Box alive?

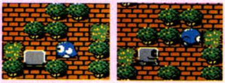
You can't dodge Gol's fireballs when you're that close to him. Pick the HFs up in different order to give yourself a sporting chance. Make the HF behind him your last.



If you leave the HF in the upper left corner until last, Gol will get you. Instead, leave the HF behind Gol. Grab it, then go over and down behind the Gols and, dodging fireballs, over the bridge.

When I stand ready to fire at Rocky in Level 6-1, he always stops about half a space from the opening. What can I do to make him move?

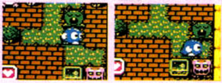
Rocky stops when he gets close to you, so if you want him to step half a space further, you'll have to step half a space further away from him.



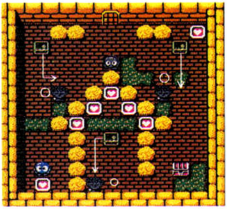
If you stand in perfect firing range, Rocky won't move up that extra half space. Run back and up, then rush back down when Rocky steps into the opening. Zap him then relocate him down by the Medusa.

I need to use Leepers to block Don Medusa from above and below in Level 8-5, but they won't stop in the right spaces. Help!

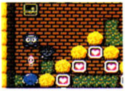
Precise movement is the key. Stand half a space over Don Medusa to touch Leeper and stop him in the perfect spot. If you inch over too far, though, the Don will get you.



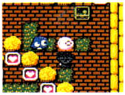
If you try to touch Leeper from the side, he'll stop in the wrong space. Creep down, just above Don Medusa, and inch over ever so slightly. Leeper will touch you and become a sleep blocker!



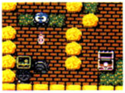
In Level 5-5, Alma is your friend and foe. Stand on the Flower Beds to avoid damage and use her to block the Medusas.



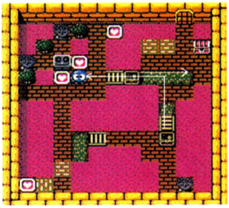
Take the HF below you, then dart up and fire at Alma as she nears. Use her to block the Medusa from the side.



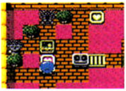
Put the EF above the Medusa, then run for the Flower Beds and wait for Alma. Fire when she drops in beside you.



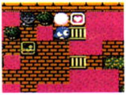
Push the EF down by Medusa, then run to the Jewel Box. Use Alma to block, then collect HFs and wait for her return.



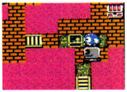
With three Medusas, two EFs, and only one Rocky, you have to put him to good use. First, shift the lower EF up and over.



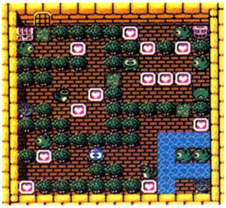
Next, maneuver the other EF to block both Medusas in the upper left area. Grab both HFs to get Magic Shots and a Bridge.



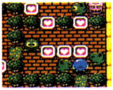
Shoot Rocky, shove him up to block and use your bridge to grab the HF. Now give Rocky a new home between Flower Beds.



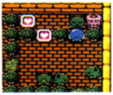
Move the EF to block above the last HF. Slide Rocky all the way down, and before he forms again, pick up the HF.



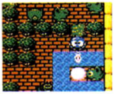
Leapin' lizards! Level 7-3 is packed with Leepers. Start by stopping the Leeper on the left so it blocks the Medusa.



Sidle up into this area, stopping Leepers left and right. Freeze the third Leeper where it won't block passages.

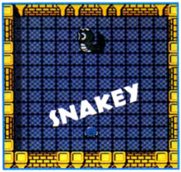


Step up again to stop the Leeper and trap Don Medusa. Collect all HFs in the area, then go down to the water.

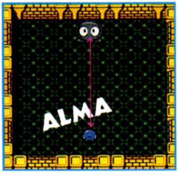


Shoot the Leeper on the left twice. It will reappear by the Medusa. Now you can move Snakey and pick up the HF.

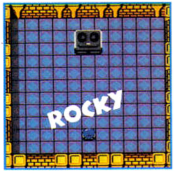
SAY BYE-BYE TO THE BIG BOSSES



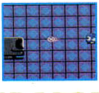
Snakey follows you lazily around the room. Run around the outer edges, stopping to fire when space allows. With several direct hits, you'll take him out.

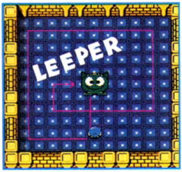


Alma rolls directly at you. Stay in the center, running just enough to avoid being flattened, then jump back into position and fire when she stops.



Rocky lumbers around the outside of the room, unless he's scurrying towards you. Position yourself opposite him, wherever he is, and fire as he approaches.

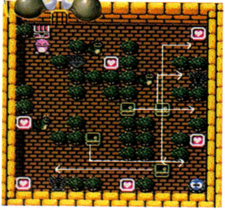




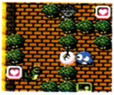
Leeper follows a single pattern. When he moves out, move in; when he heads for the center, run to the bottom of the screen. Fire at him while he sleeps.

LEVELS 8 to 13

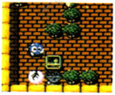
Glub, glub, glub. After Level 8, prepare to dive. Levels 9-12 feature Water Rooms and new enemies that require different strategies. You'll have to plan your escape routes more carefully than ever!



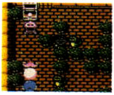
Room 4 in Level 8 calls for crafty maneuvers. To begin, push the nearest EF over to rest one space from the lower Medusa.



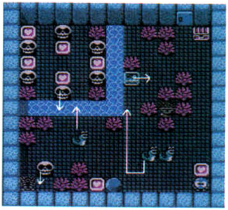
Position EFs beside and below the Medusa on the right, then zap Snakey and put him between the trees, as shown.



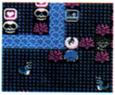
Place an EF above the Medusa, then push the other EF over to get the HF in the right corner. Next, shove Snakey down.



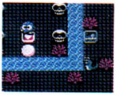
When Snakey reappears, push him over to get the last HF. Use him as a shield against fireballs when he forms again.



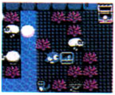
Begin Level 9-3 by taking the HF above you. Next, push the Skull down and shoot the left Snakey from above.



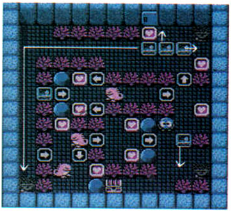
Slide Snakey up beside Medusa, then use the other Snakey to cross the water. Grab all HFs except the center one.



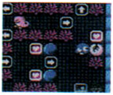
Before you grab the final HF, shoot the Skull below it. Quickly snatch the HF and push the Skull into the water.



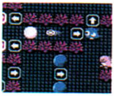
Climb aboard, drift around the corner, and disembark at the EF. When the Skull leaves, dash for the Jewel Box.



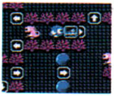
Room 4 in Level 10 will lead you to a dead end if you're not careful. To start, push the EF down beside the Medusa.



Go all the way up and around to the lower room, moving EFs as you go. Maneuver Gol through the room and under the HF.



Gather HFs from the lower room, then fire at Gol from outside the Arrow. Now run to the upper room's entrance.

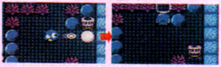


Push the EF in, gather the HFs, and continue through the Arrow before Gol reappears. Now head for the Jewel Box.

Q&A: MORE ROOMS, MORE STRATEGIES

I don't have enough enemies to block all of the Don Medusas in Level 12-1. I've tried everything! What can I use?

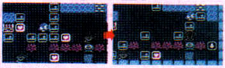
Use Snakey three times. First, trap Don Medusa and take HFs. When Snakey reappears, move him up, under Don. Finally, move him all the way over to block the Jewel Box.



Snakey gets a workout in rooms like 12-1. After you work your way out of the lower left room, trap Don Medusa in the upper right corner, then move down to use Snakey to trap the lower Don.

I'm stuck in Room 4 of Level 11. I don't have enough EFs for all of the places I need them!

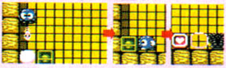
If you start with the right moves, the EFs practically fall into place. Use Snakey as a bridge, slide the EF over below the Medusa, then follow the sequence pictured.



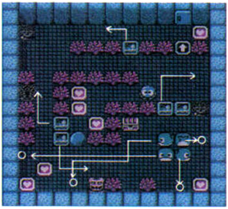
Line the EFs up as shown, left, then arrange them as pictured on the right. Now zap the Skull, shove it over, and run down through the Arrow. Shoot the Skull before it forms and continue to the left.

There's no way I can block Medusa because I can't move anything to the space in front of him—it's blocked by water.

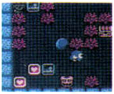
Grandpa taught you this smart trick. Fire twice at an enemy to get him off the screen, then cover his space with an EF. The enemy often reappears just where you want him.



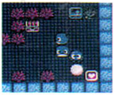
Use Grandpa's trick when you think you're short on EFs or other enemies. If you're stuck in a room, try moving a Gol or Snakey and covering its space with an EF. You never know where they'll go!



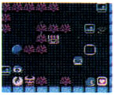
The Mobies in Level 11-2 are your friends. Position them so they serve as blocks, where you can escape their suction.



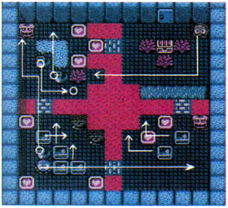
Move the two EFs on the left as shown. Take the HFs and move across to the Mobies, avoiding Don Medusa's fire.



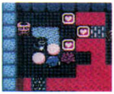
Get rid of the upper right Moby, then move the one from the lower right down beside the HF.



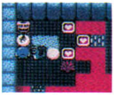
Before the upper right Moby reappears, scoot the upper left Moby over and down to trap Don Medusa.



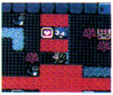
In Level 12, Room 5, move the right EF up one space, then push the EF above Snakey right. Now put the others in place.



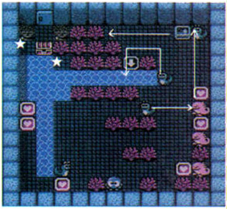
Move quickly here! Push Snakey up from below, go over one space, shoot a second Snakey and shove him up.



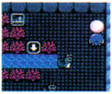
Now slide the first Snakey over and up to trap Don Medusa and shift the second one up to block the Don from the side.



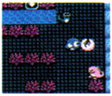
Timing is crucial when using the bridge. Place the bridge, shoot Alma, and roll her across it just before it dissolves.



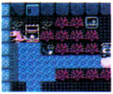
Begin Level 13, Room 9 by picking up all HFs except the one directly in Medusa's line of fire. You'll get six Magic Shots.



Zap Snakey out of sight, slide the EF over, then move Gol up. When Snakey reappears by the Medusa, shoot Gol again.

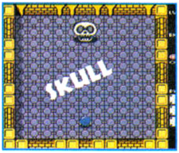


Before Gol reappears, put Snakey in his space. Gol will then show up in front of Medusa, to block the last HF.

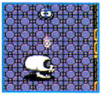


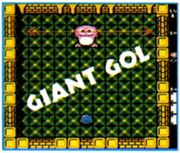
Shove the nearest Snakey over the arrow into the water, and climb on for a leisurely cruise to the Jewel Box.

THEY'RE BIG, THEY'RE BAD, BUT YOU CAN BEAT THEM

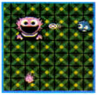


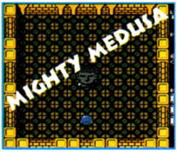
Skull on a big scale is scary, all right. As he follows his path, run up and down the screen's center, staying a space away, and fire when he's in range.



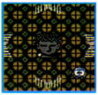


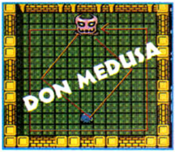
Giant Gol bounds back and forth shooting fireballs. Stay at the bottom of the screen, fire when he's in line, and shoot his fireballs before they singe you.



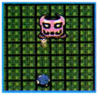


Mighty Medusa fires, flashes, disappears, and reappears elsewhere. She flashes before forming, so stand close, shoot, then edge out of her lines of fire.



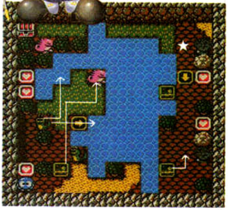


Don Medusa makes a square then a diamond. He fires at the midpoint of each wall, so limit yourself to a quadrant and fire when he crosses your path.

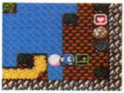


LEVELS 14 to 17

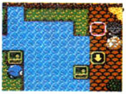
Just when you think you're home free, the King snatches your character and steals away to his castle. Now, Lolo or Lala, which ever has just been along for the ride, has to save his or her sibling.



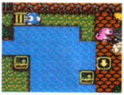
Begin Level 14, Room 5 by taking the HF just above you. Next, push the upper Snakey over the arrow into the water.



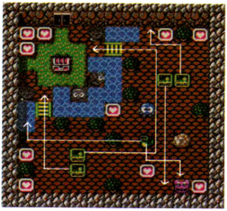
As the floating Snakey bobs back and forth, run across to get the two HFs, then cross back and shoot Snakey again.



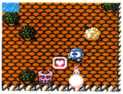
Before Snakey reappears, shove the EF up below Gol. Shoot Gol, drop him into the drink, and push the EF up.



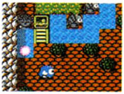
Use Snakey to float to the last two HFs, then, when he reappears, catch a ride across, jump off and use your bridge.



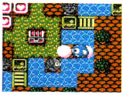
You have to be fast and efficient in Level 15-3. Begin by using an EF to collect the HFs in the upper right corner.



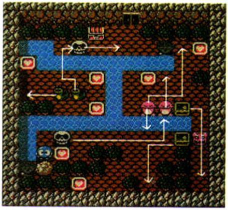
Place Snakey between Don Medusa and the HF in the lower right corner. Grab the HF, then hit Snakey again and run!



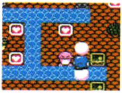
Arrange the EFs as shown and take the HF. Next, slide Snakey over to snatch the other HF, then tap him into the water.



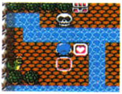
Situate Snakey and Alma as the photo shows and take the HFs. Cross back with Alma. When she reappears, cross again with Snakey.



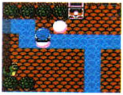
You cross rivers so often in Level 16-5, you'll wish you had water wings. First, cross with the Skull below the right Gol.



As you cross, shoot Gol and slide him up beside the HF. Maneuver the upper EF over and down to trap Don Medusa.



After posting the other EF beside Don Medusa and the Gol beside Medusa, use the Skull to cross to the center island.

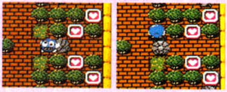


Nab the last HF, shoot the Skull, and cross the river with Snakey. Shift the Skull over and jump on the Jewel Box.

Q & A: MORE WINNING TIPS TO TRY

I can't outrun Alma in Level 5-4. As soon as I grab the HF from the doorway of the middle room on the right, she gets me.

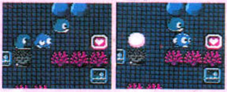
The Flower Beds are your safety zones. As soon as you grab the HF, jump on the flowers. Alma will pass right by you and run to the top of the screen, where she stays.



Grab the HF from the doorway, then hustle immediately onto the Flower Bed above. Alma will roll right by. When she's gone, you can go into the room and collect HFs at your leisure.

Those new whale-like enemies in the Water Rooms are frustrating! I just can't get away from them, so I can't finish the room.

You can run out of Moby's path sideways to avoid his suction, but if you have to pick something up that's in his direct path, you might have to use a Magic Shot.



Turn off Moby's power by zapping him once. Now you'll be able to navigate freely in his path until he forms again.

POINTS TO PONDER

—To switch from Lolo to Lala, or vice versa, press A when you're on the area map. You control the character in the lead.

—When an item is flashing under "Power" on the status screen, you can use it if you do so at the right location. To activate the Bridge, you must face water; to use the Hammer, face the Rock you want to break.

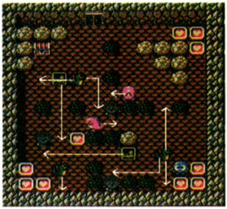
—All moving enemies follow a pattern. Study the pattern before moving or firing.

—You can't walk against the direction of an arrow, but you can cross it from the side.

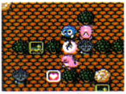
—HFs serve well as blocks. Often you must collect them in specific order to succeed.

—Each room has at least one solution, and some have several. None is impossible!

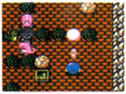
WAIT! I can't Swim
Adventure of LOLO III



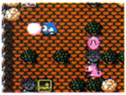
In Level 17-6, take two HFs, then slide Snakey down to get the third. When he reappears, shove him up between the trees.



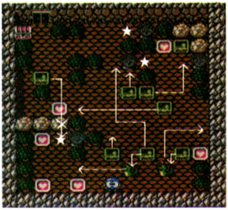
Take the HFs, push Gol over, then position Snakey down beside Medusa. Shift the EF down, grab the HF, and move Gol.



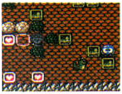
Back on the right side of the screen, shoot Snakey twice. When he reappears, relocate him above the Medusa.



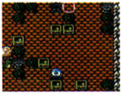
Take the rest of the HFs. Shoot Gol so you can pass without being firebombed, then put Snakey above the Medusa.



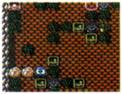
In 17-7, tap the EF above you up one space, then walk up and shove an EF over above Medusa. Grab the HF to get Magic Shots.



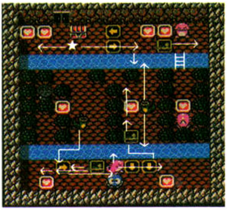
Slide the right Snakey up and over. Grab the HF, shoot Snakey again, and cover his space with an EF.



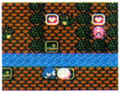
When Snakey reappears by Medusa, place the other Snakey under her, grab the HFs, fire again and cover Snakey's space.



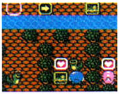
Finally, use the Hammer to break the Rock above Snakey, left. Shoot Snakey twice, then cover his space with an EF.



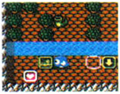
You'll have to be super sly in Level 17-9. First, shoot Gol and ford the stream to get the HF on the left.



Cross back and inch the EF over one space. Next, shift Gol over the arrows, slide the EF right, and cross again.



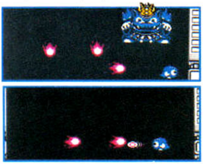
Push the EF up, use Snakey as a bridge, then shoot him again. Shove Gol over, get the HFs, fire again and wait.



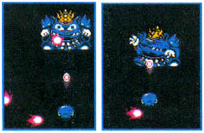
Move Gol right, cross over, shoot again, then use Snakey to cross. Move EF right, change the arrow, and get the HF.

YOUR FINAL FOE: THE EVIL KING

The wicked King of Eggerland is fierce and fiery. Study his movement pattern as he bounds around the room spewing fireballs at you. Defense is the key. Shoot his fireballs before they strike you, and sneak in shots when you can.



As the fireballs rain down, fire and destroy the ones aimed at you. Hold your position and fire repeatedly as the King crosses your path.



The evil King goes out with a bang! With each hit, the damage adds up. Be prepared for more than a disappearing act. This time, get ready to dodge flying debris! And when the storm subsides, search out your missing sibling.

Lolo and Lala return to the village and find smiles instead of stony statues. Tranquility returns to Eggerland as, once again, brains triumph over brawn.

NES ACHIEVERS

Here they are, top scores from our top players! If you'd like to see your achievements next to other NES and Game Boy masters, send them in! You could be the next NES Achiever.

AIRWOLF

Jim Poleshuk ▶	Warren, MA ▶	4,618,810

BUGS BUNNY'S BIRTHDAY BLOWOUT

J. T. McKernan ▶	Laguna Niguel, CA ▶	Finished
Richard Rankin ▶	Garden City, MI ▶	Finished
Michael Hinton ▶	Poca, WV ▶	Finished
Jon Carlo Bruttomesso ▶	Agoura, CA ▶	Finished
Bert Hutcherson & Jason Cole ▶	Columbus, TN ▶	Finished

CAPTAIN SKYHAWK

Charles Constantine ▶	Centerville, MA ▶	Finished

CASTLEVANIA III: DRACULA'S CURSE

John Steele ▶	Sandy, UT ▶	Finished
Danny Bergdorf & Jason Clayton ▶	Saint Marys, OH ▶	Finished
Brian Krasts ▶	Dover, DE ▶	Finished
Justin Witty ▶	Oviedo, FL ▶	Finished
Butch Herman ▶	Salamanca, NY ▶	Finished
Jerry Dyer ▶	Eagleville, PA ▶	Finished
Shane & Christopher Neubauer ▶	Rio Rancho, NM ▶	Finished
Tommy Miller ▶	Rural Retreat, VA ▶	Finished

CRYSTALIS

Cliff Mastran ▶	Clearwater, FL ▶	Finished
Daniel Hanning ▶	Long Beach, CA ▶	Finished
David Desormeaux ▶	Abbeville, LA ▶	Finished
Richard Hawk Jr. ▶	Belle Vernon, PA ▶	Finished
Travis Phillips ▶	Addison, MI ▶	Finished
Dennis Wilson ▶	Greeley, CO ▶	Finished
Steve Rorah ▶	Litchfield, MN ▶	Finished
Tiffany Beasi ▶	Boca Raton, FL ▶	Finished
Tom Leininger ▶	Bentonville, AR ▶	Finished
Deborah Thompson ▶	Tucson, AZ ▶	Finished
Ron Stevens ▶	Elk Grove Village, IL ▶	Finished
Tim Shanahan ▶	Manchester, CT ▶	Finished
Andrew Machle ▶	Seattle, WA ▶	Finished
John Tsouramahis ▶	Boston, MA ▶	Finished
Richard Harvey ▶	Myrtle Creek, OR ▶	Finished

DESTINY OF AN EMPEROR

Brad Costa ▶	Lebanon, NJ ▶	Finished
William Dobkins ▶	Waterbury, CT ▶	Finished

DR. MARIO

Douglas McGinnis ▶	Arcadia, CA ▶	188,100
Carol Pomeroy ▶	Porter, IN ▶	146,600
Donna Warren ▶	Pontotoc, MS ▶	98,200
Kyle Stedman ▶	La Mesa, CA ▶	55,000
Jason Gardner ▶	Tucson, AZ ▶	53,400
David Bernat ▶	Levittown, PA ▶	52,700
Phillip Hamilton ▶	West Des Moines, IA ▶	38,400

DRAGON WARRIOR II

Jason Bridsall ▶	Forked River, NJ ▶	Finished
Robert Rolsheim ▶	Moreno Valley, CA ▶	Finished
Richard Griner ▶	National City, CA ▶	Finished
Michelle Wander ▶	Plainview, NY ▶	Finished
Jay Madlangbayan ▶	Pensacola, FL ▶	Finished
Michael Pasatieri ▶	Massapeque Park, NY ▶	Finished
Jonathan Wilcox ▶	Fresno, CA ▶	Finished
Patrick Gabella ▶	Duncansville, PA ▶	Finished

DUNGEON MAGIC

Jose Rodriguez ▶	Jamaica, NY ▶	Finished

GREMLINS II: THE NEW BATCH

Joey Van Pelt ▶	Richmond, VA ▶	Finished
Don Jerald Hipalito ▶	Daly City, CA ▶	Finished
Pete Romaskiewicz ▶	Matawan, NJ ▶	Finished
Chris Surico ▶	Plainview, NY ▶	Finished

LITTLE NEMO: THE DREAM MASTER

Jerry Hlinsky ▶	Burnham, IL ▶	Finished
Jason Batchelder ▶	Bloomington, MN ▶	Finished
Brian Von Hassel ▶	Sharon Springs, NY ▶	Finished
Brian O'Neal ▶	Clinton, MO ▶	Finished
Dave Mannia ▶	La Porte, IN ▶	Finished
John Castiglia ▶	Flanders, NJ ▶	Finished

GOLGO 13: THE MAFAT CONSPIRACY

Luigi Spezzacatena ▶	Union City, NJ ▶	Finished

MANIAC MANSION

Matt Herd ▶	Mountain Ranch, CA ▶	Finished
Michael Savage ▶	Gresham, OR ▶	Finished
Jason & Randy Belthan ▶	Garden Grove, CA ▶	Finished
Damian Chauarria ▶	Mansfield, TX ▶	Finished
Nate & Carl Eppler ▶	Franklin, TN ▶	Finished
Pat Bredenberg ▶	Westminster, CO ▶	Finished
Jeremy Brown ▶	Brooklyn, OH ▶	Finished
Tyler Brezler ▶	Quincy, PA ▶	Finished

MEGA MAN III

Sheng Wan ▶	Lawrence, KS ▶	Finished
Gregory Milken ▶	Encino, CA ▶	Finished
Adam Ouellette ▶	East Longmeadow, MA ▶	Finished
David Aleman ▶	Detroit, MI ▶	Finished
J'Dan Miller ▶	Winters, TX ▶	Finished
Oren Laskin ▶	Voorhees, NJ ▶	Finished
Tony Werhun ▶	Voorhees, NJ ▶	Finished
Tony DePhillips ▶	Dupont, PA ▶	Finished
Ray Shum ▶	Indianapolis, IN ▶	Finished
Bobby Dhimmar ▶	Cushing, OK ▶	Finished
Dan Genatiempo ▶	Fort Wayne, IN ▶	Finished
Simon & David Levesque ▶	Bedford, NH ▶	Finished
Mike Swier ▶	Ripon, CA ▶	Finished

NARC

Josh Friess ▶	Brookfield, WI ▶	2,021,150
Alfonso Diaz ▶	Bloomington, IL ▶	1,369,700
Igor Buzhaker ▶	Brooklyn, NY ▶	1,286,500

PINBOT

Dale Lee ▶	Bassett, VA ▶	33,349,660
Jim Liebling ▶	Huntington Beach, CA ▶	30,114,620
Sandra Winkle ▶	Tecumseh, MI ▶	28,859,470
Michael Wagnon ▶	Inglewood, CA ▶	25,454,070
Jason & Tracy Siegfried ▶	Saint Louis Park, MN ▶	19,616,160
Juan Carlos Vega ▶	Hialeah, FL ▶	17,824,480
Shawn Endler ▶	Bethel Park, PA ▶	16,760,970
John McCutchen ▶	Natrona Heights, PA ▶	12,295,480
Joshua Williams ▶	Jacksonville, NC ▶	10,839,850

REVENGE OF THE GATOR-GAME BOY

Bryin Petrey ▶	Fairfax Station, VA ▶	1,261,710

SHADOW OF THE NINJA

Richard Modjeski ▶	Fremont, CA ▶	Finished

STARSHIP HECTOR

Richard Carder ▶	Hoopston, IL ▶	2,283,500

STEALTH ATF

David & Fred Christian ▶	Harahan, LA ▶	2,103,800

SUPER MARIO LAND-GAME BOY

Matt Niemann ▶	Morgan Hill, CA ▶	999,999
Erik Colaizzi ▶	Silver Spring, MD ▶	999,999
Craig Aker ▶	Moore, OK ▶	999,999
Marcos Emanuel ▶	Riverdale, GA ▶	950,000
Joshua Stevens ▶	Chula Vista, CA ▶	219,130
Zachary Slaton ▶	Charleston, SC ▶	197,900

SWORDS & SERPENTS

Robert Reich ▶	Taylor, MI ▶	Finished
Jimmy Hendricks ▶	Morehead, NY ▶	Finished

TETRIS

Gary Gold ▶	Coral Springs, FL ▶	855,781
James Henry ▶	Altamont, UT ▶	781,705
Peter Gonzalez ▶	Soldotna, AK ▶	639,559
Gregg Gates ▶	Plattsburgh, NY ▶	539,991
Madonna Pepe ▶	McHenry, IL ▶	534,000
Keppen Fitzhugh ▶	Elgin, IL ▶	526,242
Charlie Bahls ▶	Helena, MT ▶	520,533
Joe Colaricci ▶	Winter Park, FL ▶	510,408
Shinhi Katsukawa ▶	Costa Mesa, CA ▶	458,049
Patrick Santiago ▶	La Grange Park, IL ▶	445,149
Brad Friess ▶	Cadillac, MI ▶	433,834
Michael Elzea ▶	Kingsport, TN ▶	329,177
Donald Brotherson ▶	Salisbury, NC ▶	310,315
Wally Kowalski ▶	Luling, LA ▶	301,327
Ben Weiss ▶	Los Angeles, CA ▶	300,997

TMNT II: THE ARCADE GAME

Peter Bandonis ▶	Reading, PA ▶	Finished
Kit Ellis ▶	San Mateo, CA ▶	Finished
Charlie Simmons ▶	Bath, ME ▶	Finished
Bruce King ▶	Bath, ME ▶	Finished
Maciek Waligora ▶	Seattle, WA ▶	Finished
Jarek Predki ▶	Seattle, WA ▶	Finished
David Stevens ▶	Fairfield, TX ▶	Finished
Reid Sheppard ▶	West Middlesex, PA ▶	Finished
Michael Cornman ▶	West Middlesex, PA ▶	Finished

TMNT: FALL OF THE FOOT CLAN-GAME BOY

Kevin Chapman ▶	Whitestone, VA ▶	Finished
Jim Vigeant ▶	Oxford, MA ▶	Finished
Aaron Downing ▶	Clarion, IA ▶	Finished

WALL STREET KID

Stephanie Piatt ▶	Ventnor City, NJ ▶	Finished

WIZARDRY

Jimbo Lathers ▶	Imperial Beach, CA ▶	Finished
Daniel Chenier ▶	St. Felix-De-Valois, PQ ▶	Finished

SEND YOUR RED HOT SCORES!

When your scores really sizzle, be sure to record them on film and send them to NES Achievers. If yours is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35 mm camera without a flash. Send us your hottest shot!

NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
REDMOND, WA
98073-9733

NINTENDO POWER

Volume 24 MAY 1991

TOP·30

A trio of ever-popular characters hold the top three spots and familiar titles round out the Top 10. StarTropics makes a big jump, though, and threatens to crack into the leaders' ranks.

Use this color-coded key to check on your favorite games.

- 🟪 Titles new to the Top 30. They're the ones to watch!
- 🟦 Games that are moving big. They've jumped several places in the poll.
- 🟩 Favorites with long-lasting appeal that place month after month.
- MONTHS Number of months the game has rated in the Top 30.

1 10,918 POINTS

15 MONTHS

SUPER MARIO BROS. 3

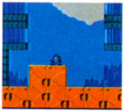
Raccoon Mario and his cohorts command the lead in their 15th month in the ratings.

2 9,589 POINTS

4 MONTHS

TMNT II: THE ARCADE GAME

Players turn thumbs up for the Turtles as they wax the competition and take over second.



3 8,846 POINTS

4 MONTHS

MEGA MAN III

Mega Man III packs a mega-powerful punch! The Wily-wasting mini-hero holds onto third.

DO P WER
NINTEN

4 5,073 POINTS
9 MONTHS

FINAL FANTASY

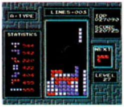
The engaging RPG continues to fascinate players who ponder the magic of the crystal orbs.

DrMARIO
TOP
SCORE
LEVEL
SPEED
VIRUS

5 4,675 POINTS
4 MONTHS

DR. MARIO

Viruses beware! Dr. Mario's on call, and he's got just the cure for Mario Fever.



6 4,198 POINTS
13 MONTHS

TETRIS

Players just keep lining them up and clearing them out as Tetris scores for the 13th time.

7 4,108 POINTS
5 MONTHS

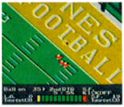
CRYSTALIS

Crystalis maintains a steady following, month after month. It's bound to become a classic.

8 3,818 POINTS
5 MONTHS

DRAGON WARRIOR II

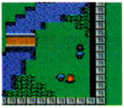
Like its predecessor, Dragon Warrior II has lasting appeal for the many role-playing fans.



9 3,365 POINTS
5 MONTHS

NES PLAY ACTION FOOTBALL

Hut one, hut two! NES Play Action proves that football is a year-round sport!



10 3,251 POINTS
2 MONTHS

ULTIMA QUEST OF THE AVATAR

Quest of the Avatar shoots from out of the pack to Number 10. It's the ultimate!

11	2,965 POINTS	STARTROPICS
12	2,864 POINTS	MEGA MAN II
13	2,714 POINTS	SUPER MARIO BROS. 2
14	2,482 POINTS	THE LEGEND OF ZELDA
15	2,231 POINTS	CASTLEVANIA III DRACULA'S CURSE
16	2,177 POINTS	TEENAGE MUTANT NINJA TURTLES
17	1,820 POINTS	DESTINY OF AN EMPEROR
18	1,760 POINTS	MEGA MAN
19	1,753 POINTS	THE SIMPSONS: BART VS. THE SPACE MUTANTS
20	1,550 POINTS	THE IMMORTAL
21	1,539 POINTS	ZELDA II—THE ADVENTURE OF LINK
22	1,511 POINTS	MANIAC MANSION
23	1,509 POINTS	DOUBLE DRAGON II
24	1,258 POINTS	SUPER C
25	1,223 POINTS	WWF WRESTLEMANIA CHALLENGE
26	989 POINTS	DISNEY'S DUCK TALES
27	942 POINTS	GREMLINS 2
28	920 POINTS	BATTLE OF OLYMPUS
29	912 POINTS	BATMAN
30	904 POINTS	SHADOWGATE

NINTENDO
NINTENDO POWE

TOP·30

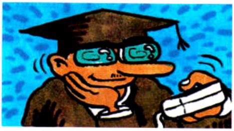
Players' Picks

GAME	PTS.
1. Super Mario Bros. 3	4,337
2. TMNT II: The Arcade Game	4,129
3. Mega Man III	3,677
4. Final Fantasy	2,169
5. Mega Man II	1,835
6. Castlevania III—Dracula's Curse	1,663
7. Dragon Warrior	1,645
8. Dragon Warrior II	1,188
9. NES Play Action Football	998
10. Tecmo Bowl	922
11. Dr. Mario	915
12. The Legend of Zelda	912
13. Zelda II—The Adventure of Link	869
14. The Simpsons: Bart vs. the Space Mutants	774
15. Double Dragon II	728
16. Tetris	724
17. Teenage Mutant Ninja Turtles	712
18. Super Mario Bros. 2	694
19. Super C	619
20. Ninja Gaiden II	606
21. Mega Man	581
22. Crystalis	498
23. Disney's Duck Tales	496
24. Super Off Road	489
25. Gremlins 2	457
26. Batman	455
27. Maniac Mansion	451
28. Skate or Die II	449
29. Shadowgate	434
30. Ultima: Quest of the Avatar	427

NEW TITLES START TO SHOW UP ON PLAYERS' LIST

Mario is still Numero Uno with players and the Teenage Mutant Ninja Turtles hold fast to second, but new faces are showing up on their list this month, too.

Pros' Picks



GAME	PTS.
1. Crystalis	3,610
2. Mega Man III	2,980
3. Dragon Warrior II	2,630
4. Ultima: Quest of the Avatar	2,390
5. Final Fantasy	2,310
6. StarTropics	1,950
7. Destiny of an Emperor	1,820
8. The Legend of Zelda	1,570
9. The Immortal	1,550
10. Maniac Mansion	1,060
11. Super Mario Bros. 3	1,030
12. Battle of Olympus	920
13. TMNT II: The Arcade Game	880
14. G.I. Joe	870
15. Solstice	850
16. NES Play Action Football	770
17. Castlevania III— Dracula's Curse	710
18. Bandit Kings of Ancient China	680
19. Wizardry	675
20. Zelda II—The Adventure of Link	670
21. Nobunaga's Ambition	660
22. Mega Man II	610
23. Flying Warriors	600
24. Mega Man	560
25. The Adventures of Lolo II	540
26. Dr. Mario	480
27. Shadowgate	470
28. Metroid	450
29. Genghis Khan	410
30. The Adventures of Rad Gravity	400

CRYSTALIS STEALS FIRST

After a short slide, Crystalis peaks in the top spot. Another new favorite, Ultima: Quest of the Avatar, is steadily gaining popularity with the pros.

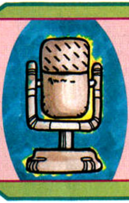
Dealers' Picks

GAME	PTS.
1. Super Mario Bros. 3	5,551
2. TMNT II: The Arcade Game	4,580
3. Tetris	3,474
4. Dr. Mario	3,280
5. Mega Man III	2,189
6. Super Mario Bros. 2	2,020
7. NES Play Action Football	1,597
8. Teenage Mutant Ninja Turtles	1,465
9. WWF Wrestlemania Challenge	1,223
10. StarTropics	1,015
11. The Simpsons: Bart vs. the Space Mutants	979
12. Disney's Rescue Rangers	821
13. Al Unser Jr.'s Turbo Racing	819
14. Double Dragon II	781
15. Paper Boy	780
16. Battle Tank	689
17. Super C	639
18. Mega Man	619
19. Final Fantasy	594
20. Castlevania III—Dracula's Curse	568
21. Jack Nicklaus' Major Championship Golf	548
22. Disney's Duck Tales	493
23. Gremlins 2	485
24. Big Bird's Hide and Speak	484
25. Championship Bowling	466
26. Batman	457
27. Ultima: Quest of the Avatar	434
28. Donkey Kong Classics	423
29. Mega Man II	419
30. Marble Madness	406

DEALERS ORDER UP THE HITS

They watch the trends and try to keep the hot ones on the shelves. It's a tougher job than it sounds, they say!

Scores of games ranked lower than 30 were included in totals shown in Top 30.



CELEBRITY PROFILE

ALEX WINTER

Alex Winter is a very busy guy these days. Between starring in the soon-to-be-released sequel, "Bill and Ted's Excellent Adventure II," writing and directing T.V. shows and producing music videos, he doesn't have a lot of time left over for much else. Unless it's Game Boy.

"I started seeing people playing Game Boy everywhere," recalls Alex. "At first, I didn't know what the heck they were doing. I thought it was maybe some sort of secret network that I wasn't aware of. Finally I borrowed one from somebody on the set and started playing Tetris. The next thing I knew, the sun had gone down, and I was hooked for good."

Bill & Ted's
EXCELLENT
VIDEO GAME
adventure

Alex got hooked on acting at an earlier age, starting at age ten on Broadway opposite Vincent Price in "Oliver!" More recently he portrayed a series of "bad boy" type characters in films such as "Death Wish III," "The Lost Boys" and "Haunted Summer."

But it was "Bill and Ted's Excellent Adventure," which skyrocketed Alex to fame.

SAN DIMAS HIGH SCH

The dudes from San Dimas: Bill (Alex Winter) and Ted (Keanu Reeves).

"I was pretty surprised that 'Bill and Ted's Excellent Adventure' was so popular," says Alex. "I mean, we thought the film would do well, but I don't think anybody thought it would be number one at the box office for so long. In fact, it was so popular that a 'Bill and Ted's Excellent Adventure' cartoon series was made and a Nintendo game is in the works, (from LJN) so I guess nothing really surprises me anymore."

"Bill and Ted's Excellent Adventure II," which debuts this summer, finds Bill and Ted in the thick of things once again.

"An evil dude from the future sends two duplicates of Ted and me back to the present to wreak havoc on the world," Alex said, briefly explaining the plot. "We spend the rest of the movie trying to stop them from destroying everything."

Alex is excited about playing the video game version of "Bill and Ted's Excellent Adventure."

"If the video game is anything like the movie," says Alex, "It should be a lot of fun trying to get Bill and Ted out of the crazy situations they somehow manage to get themselves in."

Beyond "Bill and Ted's Excellent Adventure II," Alex is very excited about a new show which he is writing, directing and producing for MTV called "Idiot Box." According to Alex, the half-hour comedy is similar to Monty Python, Saturday Night Live and SCTV in that it features a series of outrageous sketches that are very off-the-wall.

Although Alex admits that his free time is very precious, he does manage to get in a few rounds of Tetris and Super Mario Bros. 2 whenever possible.

"My strategy for Nintendo games is a lot like my strategy for life," says Alex. "You've got to relax, concentrate and think ahead."

PLAYER'S PO

Grand Prize 1 Winner

GO ON A HUDSON HAWK SCAVENGER HUNT AND WIN A SONY BIG SCREEN TV!

YOU COULD WIN:

- A personalized quest plotted in your hometown by the Nintendo Power staff!
- You and three friends will piece together clues found all over town while riding in a chauffeur driven limousine!
- Recover Leonardo Da Vinci's three lost treasures, just like in the movie Hudson Hawk!
- You'll earn a valuable reward for your efforts—a Sony big screen television!

Visit exotic places in your backyard!
The excitement will wear you out!!
Go for a quick cruise on your street!

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LL CONTEST

Second Prize Movie Party and Hudson Hawk Game Pak!

5 Winners

You won't have to scavenge money to see Hudson Hawk if you win second prize. We'll give five winners passes for themselves and ten friends to see Hudson Hawk at a theatre in or near their hometown. We'll even pay for all the popcorn and candy you care to eat (you can even have a cappuccino if they serve them at your local theatre). After you see the movie, you'll be the first to play the Hudson Hawk NES game, courtesy of Sony Imagesoft.

Third Prize Nintendo Power Jerseys

25 Winners

Talk about exclusive fashion! You can't buy them in stores and you won't find them in a scavenger hunt—you can only win them in the Players' Poll Contest! So enter now and be the first of your friends to sport this hot jersey.

NINTENDO POWER
CONTENTS
GAME BOY
PREVIEW
VIDEO SHORTS
CLASSIFIED INFORMATION
COUNSELORS' CORNER
NES ACHIEVERS

OFFICIAL CONTEST RULES

(No Purchase Necessary)

To enter, just fill out the Players' Poll response card or print your name, address and telephone number on a plain, 3x5 piece of paper. Mail your entry to:

Nintendo Power Players' Poll
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than May 1, 1991. We are not responsible for lost, stolen or misdirected mail.

On or about June 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1991, send your request to the address provided above.

GRAND PRIZE: Nintendo will arrange a personalized "Hudson Hawk" scavenger hunt in or near the winners' hometown. Exact details are subject to determination based on the specific location. If the winner is under 18, he or she must be accompanied by a parent or guardian. Winners under age 14 must provide written parental consent and release. This personalized "Hudson Hawk" scavenger hunt is scheduled for sometime in the summer of 1991; exact dates are subject to final determination by Nintendo of America Inc. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

COUNSELORS' CORNER!

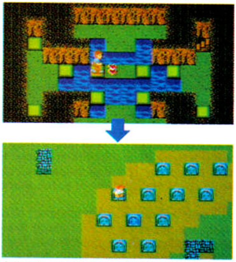
STARTROPICS

HOW DO I GET THROUGH THE GHOST VILLAGE?

One of the most challenging sections of this epic adventure is the battle through the tunnel in the Ghost Village of Chapter 3. Here are a few pointers:

POWER-UP

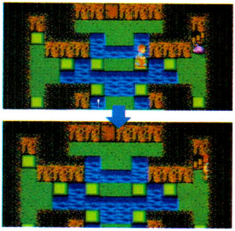
Fight your way to the first long room in the tunnel and go through the gate to the north. You'll get to a room with Double Small Hearts. Collect the Hearts and climb the stairs to exit the tunnel. Then go back into the tunnel and collect the Hearts again. Continue to loop around in this manner until you have filled all of your Hearts. Then you'll be ready to take on the challenges ahead.



Collect the Double Small Hearts in a room near the entrance. Then leave, come back and collect the Hearts again.

WHACK-A-JELLY

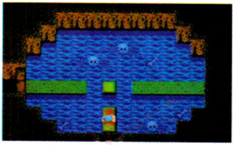
After you make your way through the tunnel for a while, you may encounter a deadend. Chances are that you've been to a room with a stairway in the northeast corner and a Jelly just south of the stairway, next to the wall. The stairway leads to a tunnel exit, but a secret passage behind the Jelly leads to the rest of the tunnel. Defeat the Jelly and walk through the passage.



Hit the Jelly in this room to reveal a secret passage.

FORK IN THE TUNNEL

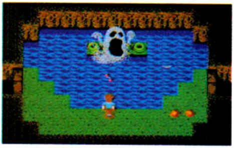
The first dark room that you enter in this passage has a light panel in the center. When you hit the light panel, you'll see that there's an opening on the south wall and a secret passage on the east wall. The passage to the east eventually leads to the tunnel goal. You should walk south first, though, to collect Potions and other important items.



Head south when you first enter this room. Then go to the east when you return.

MAXIE BATTLE

The giant ghost in this tunnel is all that stands between you and the mechanism which will drain the ghost village lake. Use a Rod of Sight to make it visible and vulnerable. Then pelt it with shots from the Bola. Aim for Maxie and avoid the Minies and fireballs. You should be able to knock it out with some practice.

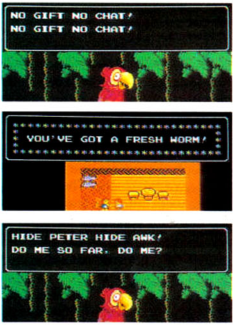


Hit Maxie with shots from the Bola.

STARTROPICS

HOW DO I ENTER THE TUNNEL IN CAPTAIN BELL'S MEMORIAL?

Captain Bell was a crafty character. He made sure that only those who were in on the secret of his Memorial could have access to the Channel Tunnel. When you enter the Memorial, you'll see that flames block the entrance to the tunnel. These flames can be extinguished, though, if you play the right tune on the gigantic pipe organ in the Memorial. There is one resident of the island who knows the tune. After talking to all of the people of the village and Chief Bellcola, you'll learn that Pete the Parrot is a direct descendant of Captain Bell's Parrot. Pete will help you with the puzzle of the Memorial if you give him a gift, and there's nothing that Pete likes more than a fresh Worm. Journey to the eastern side of the island and get a Worm from Bait, the young fisherman. Then return to Pete with the Worm. He'll relate to you some words from Captain Bell. They are "Do Me So Far, Do Me." At first, this seems like a nonsense sentence. You'll notice, though, that every word relates to a musical note. The Pipe Organ in the Memorial has seven Keys corresponding to the scale "Do, Re, Mi, Fa, So, La and Ti." The clue is telling you to hit the Keys which correspond to "Do, Mi, So, Fa, Do and Mi", in that order. Play this tune and the fires will vanish!

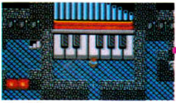


NO GIFT NO CHAT!
NO GIFT NO CHAT!

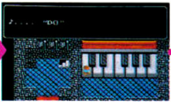
YOU'VE GOT A FRESH WORM!

HIDE PETER HIDE AWK!
DO ME SO FAR. DO ME?

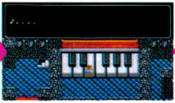
Give Pete a Worm and he will give you a clue from Captain Bell.



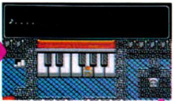
Hit the Keys.



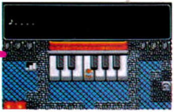
"Do"



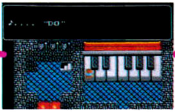
"Mi"



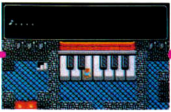
"So"



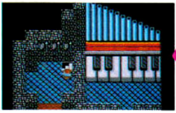
"Fa"



"Do"



"Mi"



Voila!

GAME PLAY COUNSELOR PROFILES

John Schommer

Became GPC: January, 1990
Hobbies: Mountain Biking, Snowboarding, Skiing
Greatest NES Accomplishment: Finished Heavy Shreddin' with one character
Favorite NES Game: Mega Man II

Jeff Norton

Became GPC: January, 1990
Hobbies: Playing and Producing Music, Working with Computers, Camping, Fishing.
Greatest NES Accomplishment: First GPC To Complete Dragon Warrior II and Earth Bound
Favorite NES Game: All Role Playing Games

Casey J. Pelkey

Became GPC: December, 1989
Hobbies: Snow Skiing, Golfing, Installing Stereos
Greatest NES Accomplishment: First GPC To Complete TMNT II with partner, Tony C.
Favorite NES Game: Snake's Revenge

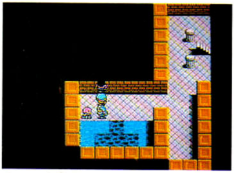
James Verhaeghe

Became GPC: October, 1989
Hobbies: Skiing, Playing NES, Computer Games and Football
Greatest NES Accomplishment: Completed Over 250 Games
Favorite NES Game: All NES Games

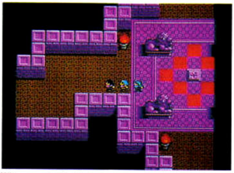
ULTIMA: QUEST OF THE AVATAR

WHAT'S A GOOD WAY TO COLLECT COINS?

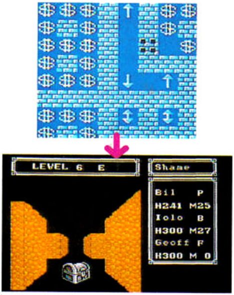
The Dungeon of Shame serves as a literal Gold Mine for innovative explorers. On Level Six, there are 22 Treasure Chests which hold a total of 1000 to 1700 Gold Coins. You can get there easily from the Castle Britannia. Walk north through the wall in the Northeast corner of the Castle. Then journey to the west until you find a character who tells you about the balloon. Walk north through the wall and take a few steps to the east, where you will find a door that requires a Key. This is the entrance to the Dungeon of Hythloth. Climb down to Level Eight of Hythloth. Then walk to the Northeast corner into the Altar of Courage. From there, travel west into Level Eight of Shame. Climb up to Level Six and collect the Gold in all of the Treasure Chests that you can find. When you retrace your steps to the Altar of Courage, the Treasure Chests in Shame will refill. Return to Shame and collect the Coins again. You can repeat this pattern of Coin collecting for as long as you want!



Journey north through this wall in the Castle Britannia.



When you reach the Altar of Courage, continue to the west.



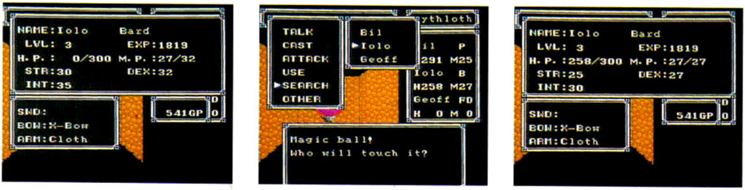
```
LEVEL 6  E          Shame

                    Bil    P
                    H241 M25
                    Iolo   B
                    H300 M27
                    Geoff  F
                    H300 M 0
```

Level Six of the Dungeon of Shame has 22 Treasure Chests.

ULTIMA: QUEST OF THE AVATAR

HOW CAN I QUICKLY BUILD ATTRIBUTES?

There's a mysterious Magic Ball in the Dungeon of Hythloth which your party members can touch to build 5 points each of Strength, Intelligence and Dexterity. Enter Hythloth by way of the Castle Britannia and immediately use the Exit Spell. You'll be sent to an entrance to the Dungeon of Hythloth which is very close to the Magic Ball. Just enter the Dungeon, take one step to the south and one step to the east. You'll see the Magic Ball from there. Since touching the Magic Ball hits your party members with a jolt which takes away 600 Hit Points, they will probably have all of their energy knocked out of them. Have the other members of your party touch the the Magic Ball before your own character does. When your character is hit with this jolt, the entire party will be sent back to Lord British. All of the party members will still hold their newly gained attributes when resurrected and Lord British will start your party off with 400 Gold Pieces. Return to the Dungeon of Hythloth, use the Exit spell and repeat the process of touching the Magic Ball, each time adding five points to your Strength, Intelligence and Dexterity. Intelligence is an especially important attribute to build as it is directly related to your abilities to learn and use magic.



```
NAME:Iolo     Bard
 LVL: 3        EXP:1819
H.P.:  0/300 M.P.:27/32
 STR:30        DEX:32
 INT:35

SWD:                541GP D
BOW:X-Bow                 O
ARM:Cloth
```

```
 TALK        Bil      ythloth
 CAST       ▶Iolo     il    P
 ATTACK      Geoff    291  M25
 USE                  Iolo   B
▶SEARCH               H258 M27
 OTHER                Geoff FD
                      H  0 M 0

   Magic ball!
   Who will touch it?
```

```
NAME:Iolo     Bard
 LVL: 3        EXP:1819
H.P.:258/300 M.P.:27/27
 STR:25        DEX:27
 INT:30

SWD:                541GP D
BOW:X-Bow                 O
ARM:Cloth
```

Touch the Magic Ball in the Dungeon of Hythloth and you will add greatly to your attributes.

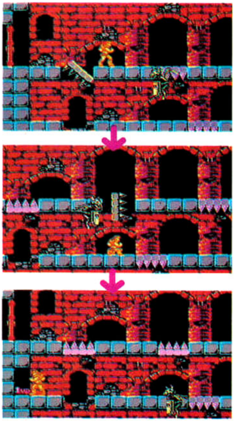
CASTLEVANIA III

HOW DO I COLLECT THE HARD TO REACH 1-UPS?

While registering "HELP ME" as your name does allow you 10 fighters every time you continue, it's still important to collect every 1-Up you come across, especially in the later stages. There are three 1-Ups which we've found are particularly difficult to collect:

PLATFORM TURNAROUND

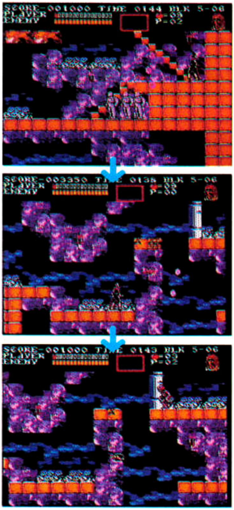
About midway up the tower, which is east of the castle, you'll reach a door leading to one last ascent. There's a 1-Up just below that door. If you try to jump over the gap to collect the 1-Up, though, you'll hit the jagged side of a Turnstile Platform. While you're on the same level as the door, jump on the platform and let it turn around. Then jump on the platform to the right and drop to the level of the 1-Up. You'll easily be able to make the jump to the 1-Up without hitting the spikes.



Hit the platform and door level. Then drop down on the platform to the right and jump to the 1-Up.

ALUCARD'S QUICK CHANGE

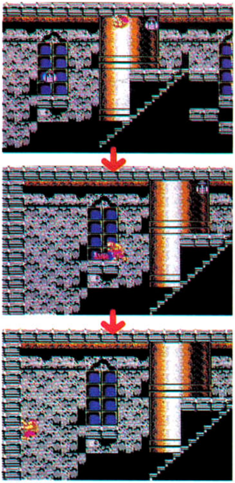
After you beat Alucard and bring him over to your side, you'll continue to explore the passage below the marsh. Just before you reach the door which leads out of the passage, you'll see a Candle under a brittle platform. If you hit the Candle it will produce a 1-Up which immediately falls down and out of the screen. Fight up to this area as Alucard and power him up so that he can throw two or three fireballs at a time. When you get to the brittle platform, jump to the solid platform on the left. Hit the Candle with a fireball and quickly press Down on the Control Pad and the A Button to transform into a bat. Then swoop down with the bat to collect the 1-Up.


SCORE-001000 TIME 0144 BLK 5-06
PLAYER
ENEMY
P=02
SCORE-003350 TIME 0138 BLK 5-06
PLAYER
ENEMY
SCORE-001000 TIME 0143 BLK 5-06
PLAYER
ENEMY
P=02

Power up Alucard's fireball-shooting ability. Then hit the Candle and change into a bat so that you can collect the 1-Up before it's gone.

GRANT'S GIANT LEAP

As you venture deep into the ghost ship, just before you reach Snake Man, there's a long stairway leading up and right, and a large window far to the left. The Candle near the window sill can be broken to reveal a 1-Up and, since the window sill is quite a distance from the top of the stairs, it's logical that you would use Grant to jump for the sill. If you jump to the left, though, you'll hit the ceiling and go crashing down. Instead, jump straight up and grab onto the ceiling. Then crawl along the ceiling and drop down on the sill. Hit the Candle, collect the 1-Up and jump to the left. You should be able to grab the left wall near the bottom of the screen. Then climb up to the ceiling and over to the platform at the top of the stairs.



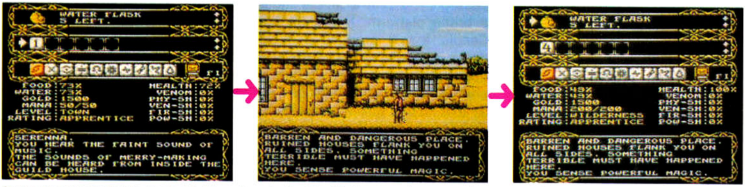
Leap straight up and grab the ceiling. Then drop down, collect the 1-Up and jump to the left.

MAGICIAN

HOW CAN I RESTORE TO FULL HEALTH EARLY IN THE GAME?

Just outside of Serenna, you'll come across the misty cloud of a sleeping Magician. Before you wake him, stand in the cloud and your Health will increase rapidly. Even when you are in the cloud you're likely to get hungry and thirsty. Continue to eat and drink to sustain your Health. Then visit the Ye Olde Shop in town for provisions once more before leaving for the wilderness.

When you have the Spells of Reveal and Wakey Wakey, you'll be able to transform the misty cloud into a Magician and receive some important items.



```
WATER FLASK
5 LEFT.
  FOOD:73%            HEALTH:72%
 WATER:73%             VENOM:0%
  GOLD:1500           PHY-SH:0%
  MANA:50/50          VEN-SH:0%
 LEVEL:TOWN           FIR-SH:0%
RATING:APPRENTICE     POW-SH:0%
SERENNA.
YOU HEAR THE FAINT SOUND OF
MUSIC.
THE SOUNDS OF MERRY-MAKING
CAN BE HEARD FROM INSIDE THE
GUILD HOUSE.
```

```
BARREN AND DANGEROUS PLACE.
RUINED HOUSES FLANK YOU ON
ALL SIDES. SOMETHING
TERRIBLE MUST HAVE HAPPENED
HERE.
YOU SENSE POWERFUL MAGIC.
```

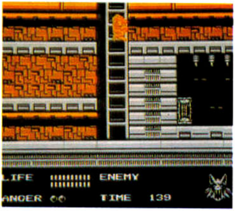
```
WATER FLASK
5 LEFT.
  FOOD:49%            HEALTH:100%
 WATER:49%             VENOM:0%
  GOLD:1500           PHY-SH:0%
  MANA:200/200        VEN-SH:0%
 LEVEL:WILDERNESS     FIR-SH:0%
RATING:APPRENTICE     POW-SH:0%
BARREN AND DANGEROUS PLACE.
RUINED HOUSES FLANK YOU ON
ALL SIDES. SOMETHING
TERRIBLE MUST HAVE HAPPENED
HERE.
YOU SENSE POWERFUL MAGIC.
```

Stand in the misty cloud of the sleeping Magician and your health will quickly improve, as long you continue to eat and drink when you're hungry or thirsty.

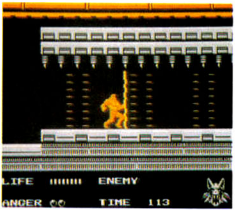
WEREWOLF

HOW DO I CROSS THE BEAMS IN THE SECOND LEVEL?

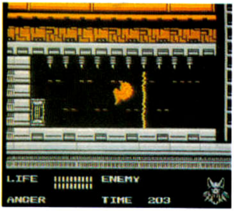
In the second level of this thriller there are several corridors lined with laser beam emitting devices. Climb down and to the left. Then jump over the ladder to the right, where the beams are. If you cross the beams in your human form, you'll be hit with a very strong jolt. As the Werewolf, though, you'll be able to cross the beams unharmed with a back flip. Just press Up on the Control Pad and the B Button at the same time. the Werewolf will jump and spin. While he's in the air, press Right or Left on the Control Pad to move him through the air and past the beams.



Jump across the ladder to the passage on the right.



The beams are incredibly strong. You wouldn't be able to get far in human form.



Press Up and B to back flip through the beams unharmed.

I'm waiting for your letters.
Write to:
Call us!

NINTENDO POWER
Attn Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

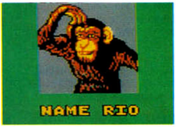
NOW PLAYING

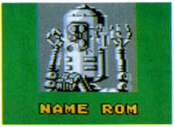
MAY 1991

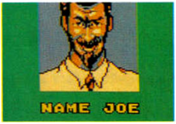
A wide variety of new releases are making their way to NES retailers. There are action, role playing, sports and even video versions of darts and miniature golf. A few of these games that didn't quite merit feature coverage may spark your interest.

MAGIC DARTS

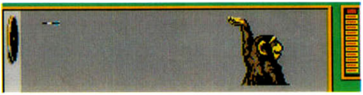
New twists on the classic game of darts make Magic Darts from Romstar a unique gaming experience. Up to four players can choose from twelve types of dart wielding characters. They range from average players to experts, aliens and other characters that you may not immediately associate with the game. Each player has his or her own way of making the dart reach the board.





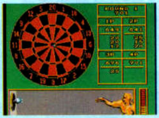


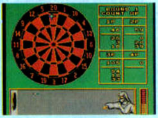
Choose from a wide variety of characters. Each one has a different dart-tossing technique. You may find some to be more accurate than others. Test them all out before you decide which character suits you best.

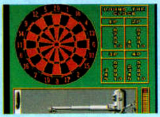


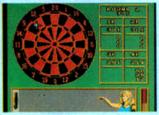
Set Your Aim On Six Dart Classics

Six of the most popular dart games are represented. Some concentrate on high scores and others require pin point accuracy. If you don't understand the rules, choose the Watch Mode and see how the computer controlled characters play the game. When the darts are in your hands, you'll have control over the aim, the angle and the strength of each toss. Quick reflexes and an understanding of the flight of a dart in the air are required to make accurate throws.





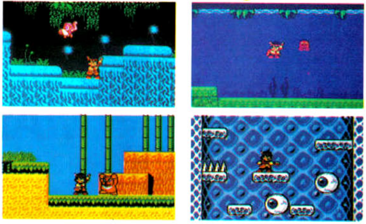




WHOMP 'EM

Take on the dangers of the great outdoors in a test of skill and bravery from Jaleco. As a young Indian Brave you will run, jump and fight your way through eight exciting levels from an opening test of courage to a final battle. In the classic style of the Mega Man series and other action packed adventures, you can choose the order in which you complete the levels. Once you are through the first test, you will have the option of choosing to fight through any of six more difficult to complete areas. Put yourself up to the test and fight through to the ultimate challenge.

Brave The Dangers Of Eight Levels

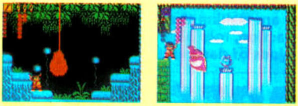


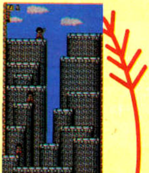
From the Fire Test to the Secret Cliff, the levels working up to the final area are equally challenging to complete. Fight through a practice area first. Then choose any of the six tests of bravery.

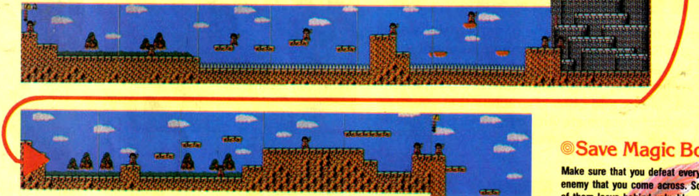
Hone Your Skills In The First Round

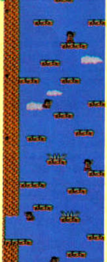
Bravely Battle The Beasts

Incredible creatures await at the end every stage. Try to save your life-replenishing bottles for these ultimate tests.









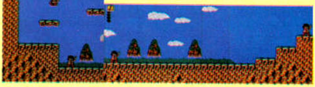
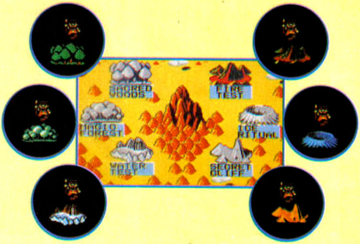


Chart Your Course

After you complete the first level, you can choose to complete the other stages in any order. Since you can easily accumulate several bottles of medicine in the first level, it's a good idea to take on the tests that you find most challenging while you still have those extra boosts of energy. Fight bravely young warrior!



Save Magic Bottles

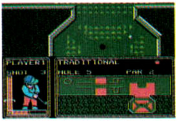
Make sure that you defeat every enemy that you come across. Some of them leave behind valuable Power-Up items. Magic Bottles are "must have" items. With each, your energy will automatically refill when it has gone down to nothing. When you have several, take on the most challenging stages.

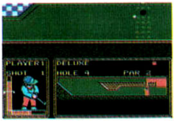
MINI PUTT

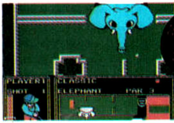
The game of miniature golf receives royal treatment from JVC's excellent Mini Putt. Realistic courses, weather conditions and a skins game are just a few of the features that await up to four putters in this thorough treatment of the game.

● Pick Your Putting Course

From windmills to elephants, all of the popular putt-putt obstacles and challenges are part of the four nine-hole Mini Putt courses.


PLAYER1
SHOT 3
TRADITIONAL
HOLE 5
PAR 2

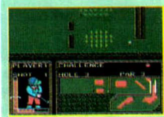

PLAYER1
SHOT 1
DELUXE
HOLE 4
PAR 2

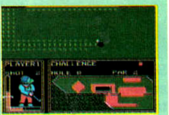

PLAYER1
SHOT 1
CLASSIC
ELEPHANT
PAR 3

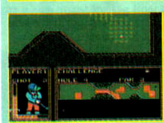
The Traditional and Deluxe courses challenge the putter with slopes and barriers while the Classic course concentrates on the flashier features of the game. Practice first on the Traditional course. Then work your way up to the others.

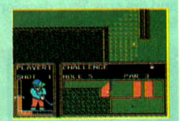
Take On The Ultimate Challenge

Once you've mastered the three moderate courses, you'll be ready to take on the maze-like, super-sloped greens of the Challenge course. Master this one and you'll be a putting pro.


PLAYER1
SHOT 1
CHALLENGE
HOLE 3
PAR 3

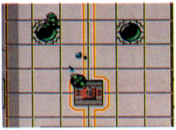

PLAYER1
SHOT 2
CHALLENGE
HOLE 8
PAR 4

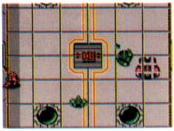

PLAYER1
SHOT 3
CHALLENGE
HOLE 4
PAR 3


PLAYER1
SHOT 1
CHALLENGE
HOLE 5
PAR 3

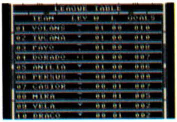
KLASH BALL

Sofel's Klash Ball is a futuristic, fast-paced contact sport. Collisions don't just occur, they're part of the game. Step into the Klash Ball arena and take aim at your opponent's goal. Any way that you can power the Ball through is within the rules.



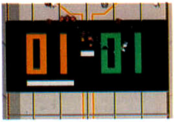


Choose your team based on the power, stamina and skill of the players. Then join the eleven team Klash Ball League or challenge a particular team to a Knock-Out match. Two-Player games are always face-to-face Knock-Outs.



LEAGUE TABLE

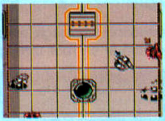
TEAM	LEV	W	L	GOALS
01 VOLANS	[illegible]	01	00	010
02 TUCANA	[illegible]	01	00	010
03 PAVO	[illegible]	01	00	008
04 DORADO	[illegible]	01	00	007
05 ANTLIA	[illegible]	01	00	006
06 PERSUS	[illegible]	00	00	000
07 CASTOR	[illegible]	00	01	007
08 MIRA	[illegible]	00	01	005
09 VELA	[illegible]	00	01	002
10 DRACO	[illegible]	00	01	002

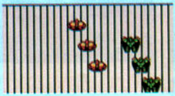


Klash And Carry

Slide into the opposing Ball carrier and knock the Ball loose. Then gain possession and make your way to the Goal. You can also grab Power Tiles to gain strength and stop your opponents.

As you slide into your opponents they will break apart and give up possession of the Ball. This will give you a chance to grab the Ball and make your own play for the Goal.

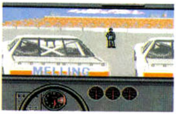


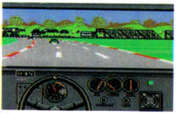


The play control does take some getting used to. With practice, though, you can fight your way through the ranks and come out as the Klash Ball champ.

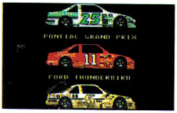
BILL ELLIOTT'S NASCAR CHALLENGE

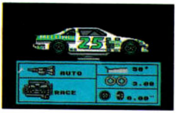
The Nascar Challenge in this realistic racer from Konami is to come out victorious in a championship season featuring four famous tracks. Bill Elliott's expertise is behind you as you take to the wheel and try to master the touchy steering of a fast moving car and the banked curves of treacherous courses.





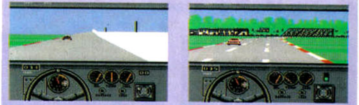
Select your car from three Nascar racers and have it customized to your own specifications. You have control over the transmission, spoiler angle, gear ratio and tire size. Your decisions will affect your car's performance on the track.





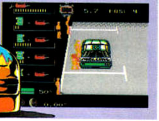
Practice Makes Perfect

You'll only be able to challenge the top drivers if you practice every aspect of the sport. Choose the practice round and get advice from Bill on mastering the important parts of racing.

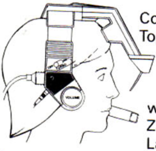


Mastering the skill of passing, following lines and drafting all rely on how you handle your car. Watch the wheel and the road as you practice these activities.

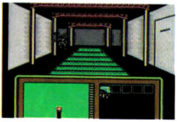
A quick pit stop is essential for victory. Know exactly what your car needs and try to get your crew to get your car back on the track in as little time as possible.

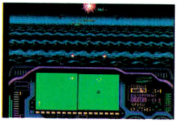


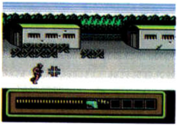
LASER INVASION



Continuing in the tradition of the Top Gun series of first person perspective combat missions, Ultra presents a helicopter thriller made for use with the Standard Controller, Zapper Light Gun or the new Laser Scope Helmet. Fly your helicopter through enemy territory. Then land and continue on foot through four exciting missions.



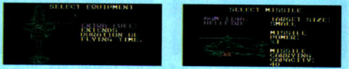




You're in charge of the entire mission. Fly to enemy headquarters, land your helicopter and infiltrate the corridors and compounds on foot.

Take To The Sky

While there are several activities to master, flying takes the most skill. Select missile size and options before you leave the hangar. Then pay attention to radar and targets as you fly.



SELECT EQUIPMENT

EXTRA FUEL:
EXTENDS
DURATION OF
FLYING TIME.

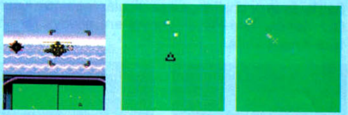
SELECT MISSILE

TARGET SIZE:
SMALL

MISSILE
POWER:

MISSILE
CARRYING
CAPACITY:
40

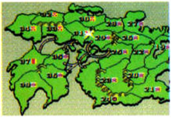
Select the size of the Missles that you'll carry and one of several possible options before you begin your mission.



There are three important parts of the screen to pay attention to as you fly. Watch the window for approaching enemies and check the two Radar displays to see surrounding enemies and target positions.

NOBUNAGA'S AMBITION III

Koei's collection of role playing simulations set in Ancient Asia continues to build with this follow up to Nobunaga's Ambition. Up to four players control the daily activities of Fiefs in 16th Century Asia. This new version of the same basic game includes a wide range of characters and abilities. There are 255 generals to control as well as a force of Samurai.



THE BARD'S TALE

Orcs, Goblins and other nasty creatures haunt the area surrounding the Adventurers' Guild in The Bard's Tale from FCI. Form a party and set out to defeat these creatures while seeking your fortune.

Build a party of adventurers and go out on a first person perspective journey in classic role playing style. Be ready at all times for a fight with evil creatures.

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
The Bard's Tale	FCI	1P/BATT	2.8	2.7	3.1	3.1	Role Playing
Bill Elliott's NASCAR Challenge	Konami	1P	2.8	2.7	2.4	3.0	Driving
Castelian	Triffix	2P-A	2.6	1.9	2.6	2.6	Puzzle Action
Corvette ZR-1 Challenge	Milton Bradley	2P-S	2.7	2.5	2.6	2.7	Driving
Flight of the Intruder	Mindscape	1P	3.0	2.4	2.7	3.1	Flight Combat
Hatris	BPS	1P	2.5	2.7	2.0	2.0	Puzzle Action
Klash Ball	Sofel	2P-S	2.9	3.1	3.0	3.4	Sports Action
Laser Invasion	Ultra	1P	3.3	2.7	3.1	2.8	Combat Action
Lolo III	Hal	1P/Pass	3.6	4.1	4.3	4.1	Puzzle Action
The Lone Ranger	Konami	1P/Pass	3.4	3.5	3.9	3.9	Western Adventure
Magic Darts	Romstar	4P-A	3.0	3.4	3.1	3.5	Darts
Mini-Putt	JVC	4P-A	3.0	3.3	3.3	3.2	Miniature Golf
The Mutant Virus	American Software	1P	2.9	2.5	2.3	3.1	Sci-Fi Action
Nobunaga's Ambition II	Koei	4P-A/BATT	3.0	2.4	2.9	3.0	Role Playing
The Rocketeer	Bandai	1P	3.3	3.3	3.0	3.5	Rocketpack Adventure
Vice: Project Doom	American Sammy	1P	4.3	4.0	4.3	3.8	Sci-Fi Adventure
Whomp 'Em	Jaleco	1P	3.3	3.5	3.1	3.1	Western Adventure

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
4P-A = FOUR PLAYERS ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

PAK WATCH

NINTENDO POWER

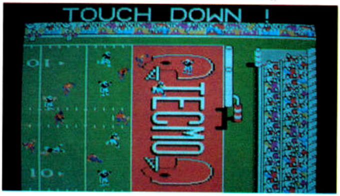
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

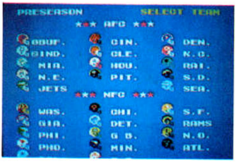
Look for plenty of hot news on the NES and Super NES in this installment of Pak Watch! Stay tuned for the hottest news on all Nintendo Systems (we even slipped in an item or two on Game Boy!).

Just Around The Corner

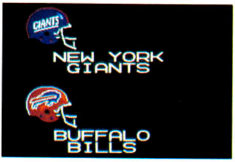
TECMO SUPER BOWL

The long awaited follow-up to Tecmo Bowl is on its way! Tecmo Super Bowl adds more football features and fun with an emphasis on coaching choices. You'll be able to choose from 28 real pro teams and play a complete 16-week season (with a total of 224 matches). Like other computer sports games that feature long seasons, you can play all the games or just watch them. You can also just get the line score. Coaches in Tecmo Super Bowl will have four running and four passing plays per team to choose from, plus on-side kicks and punt fakes. Each individual player will have more detailed condition stats than in Tecmo Bowl. Players will get tired as the game goes on, and will lose playing ability accordingly. Injuries will also occur depending on a player's condition. An option to play a Pro Bowl with the best players from each team has also been added. It sounds like the game comes complete with everything except for a big bucket of sport drink to dump over the winning coach's head! Look for Tecmo Super Bowl in time to kick off the coming football season.

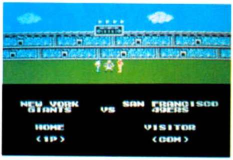

TOUCH DOWN !
TECMO


PRESEASON
SELECT TEAM
★★★ AFC ★★★
BUF.
IND.
MIA.
N.E.
JETS
CIN.
CLE.
HOU.
PIT.
DEN.
K.C.
RAI.
S.D.
SEA.
★★★ NFC ★★★
WAS.
GIA.
PHI.
PHO.
CHI.
DET.
G B.
MIN.
S.F.
RAMS
N.O.
ATL.

Choose from 28 pro teams.


GIANTS
NEW YORK GIANTS
BUFFALO BILLS

Play a Super Bowl rematch.

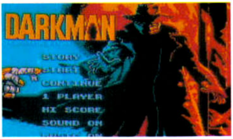

NEW YORK GIANTS
VS
SAN FRANCISCO 49ERS
HOME
(1P)
VISITOR
(COM)

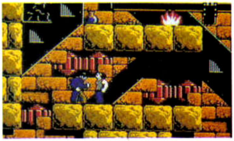
He kicks, he scores!

Just Around The Corner

DARKMAN

Movie game maker Ocean is planning a game based on the sci-fi superhero Darkman. In the early version we saw, the cinema graphics were top notch and the action scenes reminded us a bit of RoboCop 2. Like the movie, the game will contain lots of action as Darkman tries to get revenge on the gangsters who made him the tragic superhero that he is. In the game, Darkman will use his super strength and other abilities to combat crime, plus he'll obtain masks that will allow him to walk unnoticed among enemies. However, the synthetic skin these phony faces are made of is unstable, and the masks will only hide his identity for so long. From there on he'll have to fight! This option adds an element of strategy to the action. Ocean is also working on Game Boy titles based on Darkman and Navy Seals.

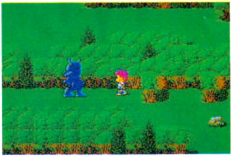


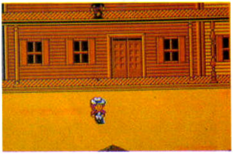


Just Around The Corner

DAY DREAMIN' DAVEY

If you've ever day dreamed of being in the Old West or Middle Ages, you have something in common with Day Dreamin' Davey, the hero of a new action game from Hal America. Get ready to venture through the eons from ancient Greece to the Wild West and in between. The game play perspective is slightly reminiscent of Crystalis, and the graphics are big and colorful. Rather than role playing, however, Day Dreamin' Davey concentrates on pure action with a bit of puzzle solving. The depth of the game comes from the many long and twisting mazes Davey must negotiate. The mazes, of course, are filled with foes, such as thieving peasants and dangerous evil knights in medieval times. Desperados and demigods await him in other time zones. As Davey ventures through the various time zones, he can buy different items from the period he's in. You must figure out how to use these items to defeat the boss characters. If you like whimsical action games, Day Dreamin' Davey should give you a few sleepless nights.



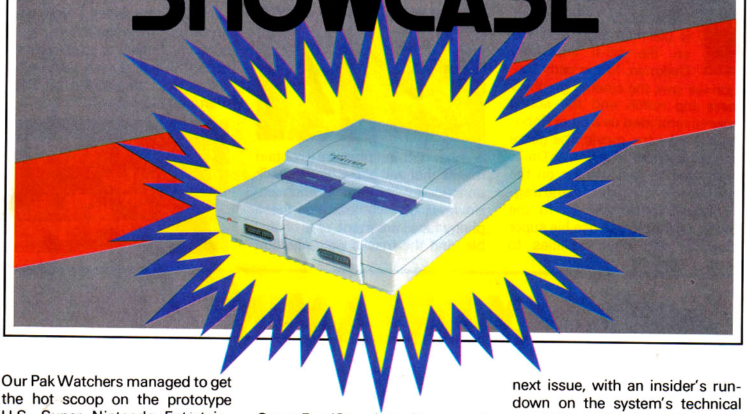


Just Around The Corner

HUDSON HAWK

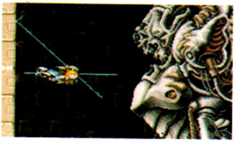
A game based on the new Bruce Willis action/comedy motion picture, Hudson Hawk, is in the works from CSG. The game will follow Hawk's big screen adventures as he uses his cat-burglar savvy to find the components of Leonardo Da Vinci's lost gold-making machine. While the game looks like it will be a straight action game, the character in it (who won't look exactly like Bruce Willis) will have to creatively use the many items he finds to make it past enemy guards and traps. It will be interesting to see if the game attempts to capture the many Bruce Willis trademark one-liner wisecracks from the movie. Hudson Hawk is being programmed by movie adapters par excellence, Ocean Soft. (Check out our Players' Poll Contest for a chance to win a Hudson Hawk Scavenger Hunt in your own town or city.)

SUPER ~~Famicom~~ NES® SHOWCASE

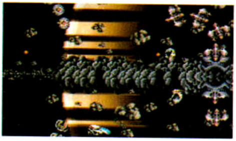


Our Pak Watchers managed to get the hot scoop on the prototype U.S. Super Nintendo Entertainment System (as it's officially called). As you can see, the design of the Super NES is similar to the Super FamiCom, but with some of the more angular qualities of the NES mixed in. We expect to have a full report on the Super NES in our next issue, with an insider's rundown on the system's technical capabilities. Here's a look at a couple of Super FamiCom games that should also come out for the Super NES.

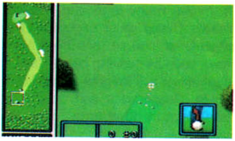
SUPER R-TYPE



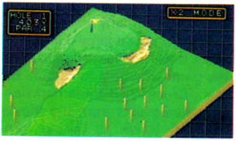
Super R-Type for the Super FamiCom continues the sci-fi action R-Type series. The graphics looked great and the challenge level of the game seemed to be quite high in the beta version we previewed.



HOLE IN ONE



Hal's Hole In One golf game for the Super FamiCom uses the system's super graphic capabilities to fly over each hole as a preview. The actual game play, however, takes place in an entirely overhead view.



!RUMORS!

Tons of rumors are out about different games that will be developed for the Super FamiCom and Super NES. It was perhaps inevitable that Acclaim announced a Super NES title based on **The Simpsons**, but at press time no other details were available. CSG Imagesoft has a couple of 16-bit titles in the works: One of them, **Jellybean**, stars a little blue hero that reminded us of a cross between Lolo and the Blob from A Boy and his Blob. **Equinox** is a follow-up to the NES puzzler Solstice. The game will chronicle the adventures of one of Shadax's descendants, who will be faced with an even larger labyrinth (1000 rooms!) to explore. Tradewest is working on a 16-bit version of **Super Off Road**. Hopefully, it will support multi-player play.

GOSSIP GALORE

AMERICAN GLADIATORS

If you ever wanted to compete against the American Gladiators but didn't like experiencing pain personally, you might want to try Game-Tek's American Gladiators Game Pak. Gemini, Laser and the rest are here to challenge you in the wall climb, platform joust and the other bone-crushing events that have made the TV show so popular.

BASES LOADED 3

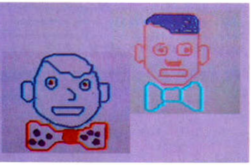
Rumor has it that Jaleco is working on Bases Loaded 3 for the NES. Each of their previous baseball games have added features for the NES baseball enthusiast and it might be tough to come up with any really new ones (unless they include a baseball cam viewpoint or perhaps some role-playing options . . .)

MIGHT & MAGIC

With a great looking new sequel on its way in the PC world (Might & Magic III), American Sammy is getting ready to introduce Might & Magic to the video game market. The classic adventure role-playing game features a first person perspective window on the action, with a sub screen which allows you to interact with the many beings and objects you encounter.

VIDEOMATION

THQ's Videomation isn't a game but it is fun to play with. You can draw anything with the program and add motion to your masterpieces with an animation feature.



WIZARDRY 2

Another classic PC role-playing series, Wizardry, will be getting its second installment on the NES soon from Nexoft. The Wizardry series is aimed at hard-core role players who are into stats and an in-depth fantasy world. Nexoft is also working on a NES version of the arcade game GUN-NAC.

WORKBOY

Workboy, an accessory being developed by Leeds Technology, turns your Game Boy into an organizer/ travel helper complete with a weights, measure and temperature converter, world time clock, telephone auto-dialer, calculator, language translator, diary and personal banker. An optional keyboard has been designed to make it easy to enter data into Workboy.

PAK WATCH

NES PLANNER

COMING SOON

Base Wars
Battletoads
Bill & Ted's Excellent Video Game Adventure
Bill Elliott's NASCAR Challenge
California Raisins
Chase HQ
Darkman
Day Dreamin'Davey
Earth Bound
Flight Of The Intruder
Hatris
Kiwi Kraze
Metal Mech
Mike Ditka's Big Play Football
TailSpin
Tecmo World Cup Soccer
Ufouria
Videomation
WURM
ZR-1 Corvette Challenge

COMING LATER

Addam's Family
American Gladiators
Attack Of The Killer Tomatoes
Bard's Tale
Bases Loaded 3
Captain Planet
Die Hard
Dragon Warrior III
F-15 Strike Eagle
Final Fantasy II
Godzilla 2: War Of The Monsters
Greg Norman's Power Golf
Home Alone
Hudson Hawk
Legends Of The Diamond
Mega Man 4
Might & Magic
Mike Tyson's Power Punch
Ninja Gaiden III
RoboCop 3
SimCity
Star Trek 25th Anniversary
Tecmo Super Bowl
The Flash
Tiny Toons
Treasure Master
Trivial Pursuit
Ultimate Air Combat
Where's Waldo
Wizardry 2
Wolverine
Workboy

NINTENDO POWER™

Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 7 (July/Aug. '89): Mega Man II, Dragon Warrior, Faxanadu, Strider.
Volume 8 (Sept./Oct. '89): Disney's DuckTales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
Volume 9 (Nov./Dec. '89): Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.
Volume 10 (Jan./Feb. '90): Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
Volume 11 (March/Apr. '90): Super Mario Bros. 3, Silent Service, Pinbot, 720, A Boy and his Blob, Astyanax.
Volume 12 (May/June '90): Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.
Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.

Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Kickle Cubicle, Mission: Impossible.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.

To order your back issues, use the Back Issue/Tip Book Order Form located in the Player's Poll section.

SPECIAL SET OFFER

Available only as a set, the six issues from our first year cover games that are just as great now as they were then. You won't find these issues at newsstands, and you won't find this information anywhere else:

—In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II—Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles.
—Tried and true tips in Counselors' Corner
—Special strategies in Classified Information

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WORLD CLASS SERVICE

Maintenance or Repair Questions?

The National World Class Service Network of Authorized Service Centers can answer all of your questions about proper maintenance of your NES, Game Boy and Game Paks.
And with over 250 locations in 45 states, if you ever need repair service you can count on a fast and reliable response. Our partners in service are eager to keep you in the game play. For information about the service center nearest you, call toll-free 1-800-255-3700.

Maintenance tips from the pros....

What can you do to be sure that your valued Nintendo products are always in tip-top condition? It's easy! Simply follow these easy-to-remember tips:
—Don't touch or blow on the metal Game Pak edge connector.
—Before using your Game Paks, always check the open ends for foreign materials.
—Don't leave your Control Deck or Game Boy on the floor where it can collect dirt, dust, or carpet lint.

PLAYER'S POLL CONTEST WINNERS FROM JANUARY 1991

GRAND PRIZE WINNER: BECOME A VALIANT COMIC HERO

Pat Cook Brainerd, MN

SECOND PLACE WINNERS: VALIANT'S NINTENDO TITLES

Jon-Jon Araque, Athens, GA; John Cromer, Mt. Vernon, KY; Jorge Del Hierro, Chula Vista, CA; Joseph Garite, Brooklyn, NY; Pat Gaskill, Star City, WV; Ryan Hunsberger, Hagerstown, MD; Dan Jankowski, Helena, MT; Robert Morris, Flushing, NY; Philippe Thompson, Naples, FL; Brian Wise, Addison, IL.

THIRD PLACE WINNERS: NINTENDO POWER JERSEYS

Royce Achterberg, Houston, TX; Jimmy Arnold, Wynona, OK; Matt Baum, Columbus, GA; Lance Boucher, Old Town, ME; Ben Bourassa, Oconto, WI; Alex Bowers, Shirley, NY; Sarah Brahm, Milwaukee, WI; John Burnell, Stanwood, MI; Barry Chamberlain, Eureka, CA; Annie Cheatham, Hartwell, GA; Michael Corba, Murrieta, GA; Chris Couture, Vienna, WV; Lonnie Cox, St. Petersburg, FL; Rick Creecy, Wake Village, TX; Scott Curcio, Greenlawn, NY; David Ellzey, Jackson's Gap, AL; Patrick English, Barnegat, NJ; Jonathan Garcia, Mohave Valley, AZ; Marc Goodman, Nashua, NH; Nick Graham, Gaston, OR; John Hahn, Elgin, IL; Jonathon J. Howard Jr., Havelock, NC; Amanda Jean Isbill, Anderson, AL; Marty Karlavage, Manassas, VA; Kimberly Keller, Bakersfield, CA; Chris Kiley, Tucson, AZ; Andy Klementa, Grand Junction, CO; Eric Levine, Sudbury, MA; Jason Liermann, Sheboygan Falls, WI; Miroslav Liska, Boise, ID; Andrew R. Margrabe, Jackson, MO; Kris Marino, Florissant, MO; David McKinstry, Chatham, IL; J.R. Miller, Melvern, KS; Greg O'Quinn, Sulphur, LA; Steven Philbrick, Vancouver, WA; Bryant Roberts, Milwaukee, WI; Josh Romaker, Florence, WI; Adam Schenck, Washington, DC; Christian Schnell, St. Nazianz, WI; Jeffrey Schonk, Biloxi, MS; Matthew Schooler, Oak Harbor, WA; Colin Stewart, Pasco, WA; Paul Stringer, Fergus Falls, MN; Aaron Tarpine, Wilmington, DE; Frederick Wagner, Indianapolis, IN; Mike Walls, Newark, DE; Nate Whitlock, Casper, WY; Brian Wise, Yorba Linda, CA; Warren Wittrock, Spokane, WA.

REVIEWS COMING NEXT MONTH:

BATTLETOADS

Rash
Zitz
Pimple

Zitz, Rash and Pimple aren't skin problems anymore, they're the three most amazing amphibians you've ever seen—they're Battletoads! They jam when they can, but when evil breaks out, the 'toads get hopping.

THE HUNT FOR RED OCTOBER

THE HUNT FOR RED OCTOBER TM
1 PLAYER
2 PLAYERS
PRESS START

The big screen thriller comes to Game Boy! Dive into adventure solo or try the absolutely great two-player mode in which one player controls the sub and the other controls the opposing forces. Join the Hunt next month!

SUPER R.C. PRO-AM

Rev up the radio controlled racers—now on Game Boy! If you thought the NES version was a blast, wait until you take control of these improved speedsters. The four-player competition is red hot!

ALL THIS, PLUS A SUPER NES PREVIEW

Next month take a look at the amazing capabilities of the Super NES. You've heard about the Super FamiCom available in Japan; now see what innovations have been made in our U.S. version.

Dear Readers,

Hot news! If you subscribe or renew your subscription under our new special offer, you'll receive your NES Game Atlas very soon. Can you believe it?! It's free, as part of your subscription, and as long as you keep your subscription up-to-date, you'll get three other books of the same great quality in the coming year—all free! I think it's wild that Nintendo is giving them away free, but if that's what Nintendo wants to do, I say great! The really crazy part is that some people are still buying individual issues of Nintendo Power at the newsstands for $3.50 each, and they'll pay $15 each for the NES Game Atlas and the other Player's Guides to come, when they could subscribe and get 12 magazines and four books for $15! If you know players who haven't subscribed, be sure to let them know what they're missing.

If there's anything else you've been wanting (A European Holiday? A Super NES? A trip to the moon?!) this is the month to let us know. Check out Player's Pulse. This time, we want you to decide on the Player's Poll prizes. Dream on, and send us your ideas for the ultimate contest!

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